Components System DSCVL

« subsystem» GUI (FrontEnd)

internal structure

« distance»
[sending message]

«brightness »
[sending message]

«opacity »
[sending message]

«Device Speed »
[sending message]

provide — require

provide — require

provide — require

provide — require

« subsystem» Core (BackEnd)

internal structure

« Instance/ brightness»
[waiting for message]

« Instance/ opacity»
[waiting for message]

« Fucntion Disatnce»
[waiting for message]

« Function speed»
[waiting for message]

runs

«device»
Screen

◄ displays to

«execution environment»

OS (Windows/MacOS/Linux)