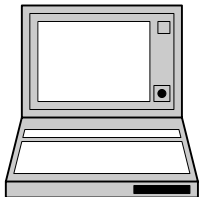
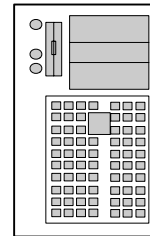
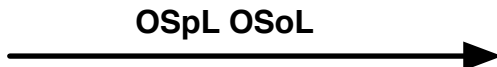


Asynchronous Communication

Knock() Method

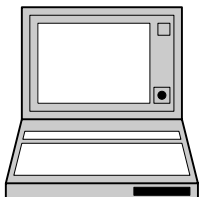


Client Computer

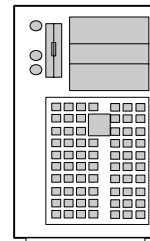
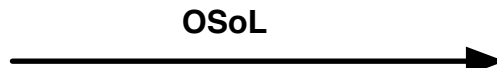


Solver Server

Retrieve() Method

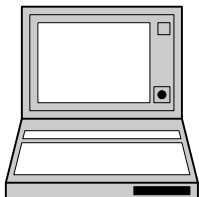


Client Computer

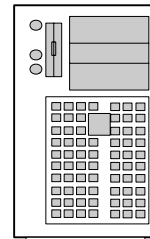
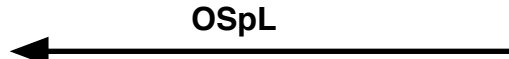


Solver Server

Kill() Method



Client Computer



Solver Server