Two-way communication via model: Using an adapter

Event Bus

Event Map

EventHandlers

ServiceInvoker

ModelManager

ModelAdapter
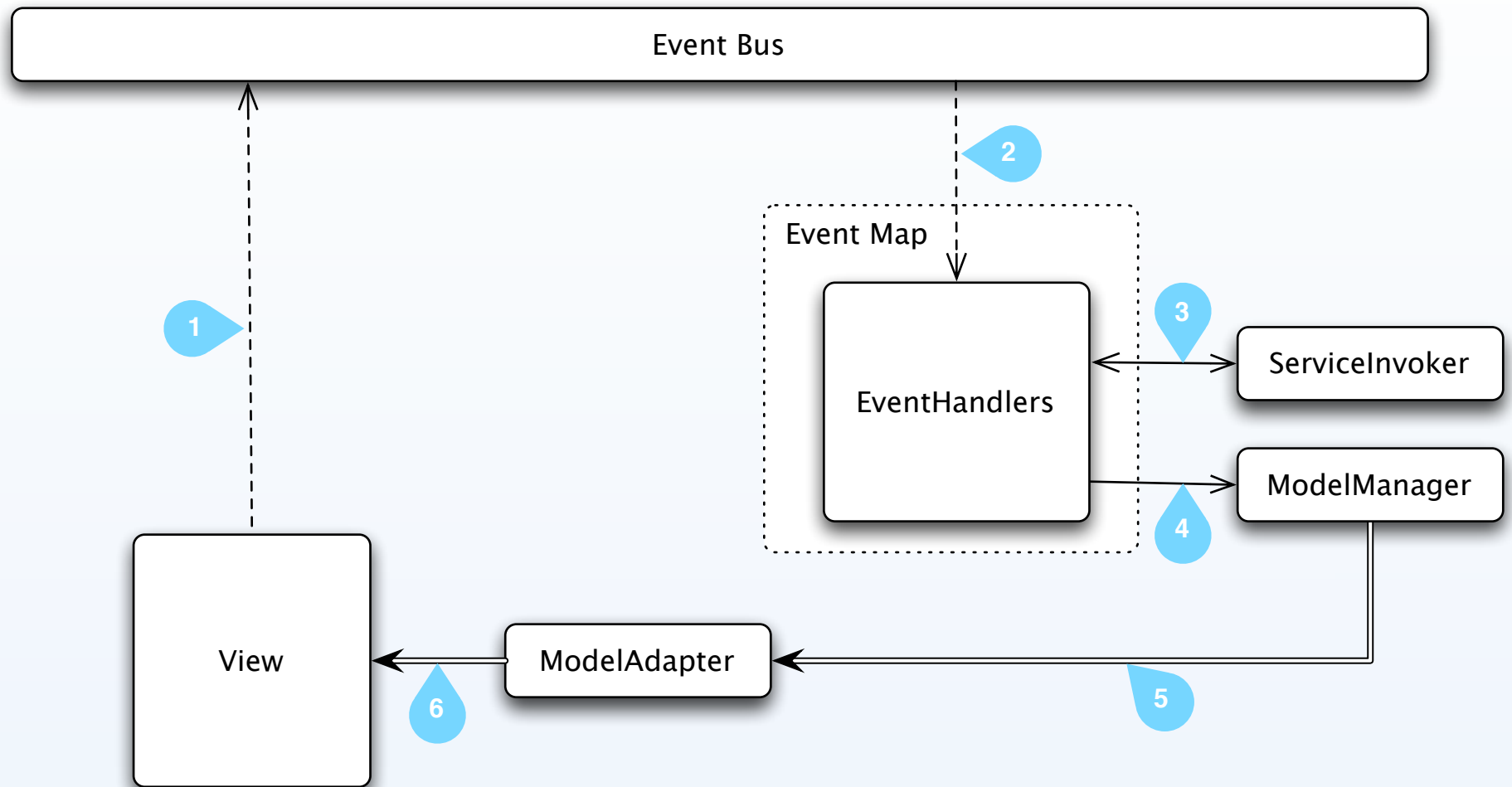
View

1 View dispatches an event that bubbles up (bubbles = true) or view dispatches an event using the **Dispatcher** tag

2 The event arrives to an **EventHandlers** block in the EventMap that is registered to listen to this event type

3 Inside the **EventHandlers,** a list of actions is executed in order. In this example, a server call is made.

4 A method on a **Model Manager** is executed, setting some data on the manager.

5 Via Bindings, the **Adapter** listens for changes on the **Model Manger** and updates itself.

6 Via Bindings, the **View** listens for changes on the **Adapter** and updates itself.