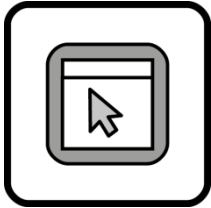# User Interface Component

Customizable synchronous user interfaces are accessed by humans, while application-internal interaction is realized asynchronously to ensure loose coupling.

How can user interface components be accessed interactively by humans while being configurable and decoupled from the remaining application?