**Transaction**

**Producer**

**Switch**

**Consumer**

**Constant**

**Force**

**Source**

**Box**

**(System Frame)**

**Box**

**(Miscellaneous)**

**Constant-**

**Gain**

**Amplifier**

**Self-**

**Limiting**

**Energy**

**Receiver**

**Heat Sink**

**Interaction**

**Storage**