The User Interface Component Architecture is based on the Model-View-Controller / Component-Tree (MVC/CT) pattern from Ralf S. Engelschall. The MVC/CT pattern consists of a Tree of structured Components, forming the presentation tier of an application. Each component plays either the Model, View or Controller roles. The Model and View roles can be generic and reusable within the Component Tree. The Controller role is always application-specific and not reusable. These roles are mapped onto the 5 logical separation layers: View Mask, View Binding, Presentation Logic, Presentation Model, and Presentation Controller. All Components are managed under run-time by a Component System (CS).