Base modeling classes

- **event**: basic unit of interaction
- **channel**: conduit for events between entities
- **entity**: interface (black box) of a network element/protocol
- **architecture**: implementation of an entity
- **process**: behavior of an entity
- **component**: structural hierarchy of entities

**Status**: C++ implementation (TeD) with GTW, Java (conservative).
**Development**: MegEnta (optimistic, C++), Java/C++ (conservative)