1. System constructs ControllerManager on system start and begins the task
   1. ControllerManager controllerInit method is invoked
   2. SteeringWheelController constructor is invoked
   3. SteeringWheelController constructs XInputControlState
   4. SteeringWheelController sets the default values of controller thresholds
   5. ControllerManager starts the polling timer for SteeringWheelController
   6. Update is invoked by the timeout signal
   7. System processes the newly queried XINPUT\_STATE object
   8. System notifies of any changes in controller state (e.g. connection, etc…)
2. User plugs in Microsoft Steering Wheel Controller
3. User powers on the Xbox Steering Wheel Controller
   1. SteeringWheelController update method recognizes the new controller
   2. SteeringWheelController signals the ControllerManager that it is connected
   3. SteeringWheelController signals the ControllerManager the current state
   4. ControllerManager updates the UI appropriately