Config Table - state SystemState - keyboard KeyboardId - connection ConnectionType - device DeviceType - driver InputDriver + setState(SystemState state) void SystemState + getState() + setKeyboard(KeyboardId kb) void KeyboardId + getKeyboard() + setConnection(ConnectionType conn) void ConnectionType + getConnection() + setDevice(DeviceType device) void + getDevice() DeviceType + toDictionary() Dictionary + write(Dictionary config) void

