

InputManager::Start

InputManager::Update

InputManager::Initialize
Devices

```
graph LR; A[InputManager::Start] --> C[InputManager::Initialize Devices]; B[InputManager::Update] --> C;
```

The diagram illustrates a control flow where two methods, `InputManager::Start` and `InputManager::Update`, both call a third method, `InputManager::Initialize Devices`. The first two methods are represented by white boxes with black borders, while the target method is a solid gray box. Blue arrows indicate the direction of the calls from left to right.