# User Interface Manager

The UI MGR is the user interface that the user interacts with. It gives the user information about what is going on. When the user triggers or presses a button that generates an event, the UI MGR receives input notification, computes the input, produces the output notifications and controls the hardware system. the output can be an audible or visual signal or a vibration indicating the state of the device.

Each input/output of the UI MGR is a node which can be a Led, an RGB array, vibration or audible device. Nodes have priority so that when two or more indicating happened at the same node and time, the UI MGR can decide which one of the indicating can go on.

**Architecture**