```
user input struct
+ accelerator pedal
+ brake pedal
+ gear position
+ ignition
+ end simulation
+ reserved
           -temp user input
   InputReader
- display

    window

    event

- S
+ InputReader()
+ ~InputReader()
+ Run()
+ ReadInputs()
+ InterpretInput()
+ Acceleration()
+ Braking()
+ IgnitionReq()
+ GearPosReq()
+ EndSimulation()
```