**When the application starts:**

* The user does not have control.
  + The application does not request control.
* The application queries to get the patterns and the current valve states and reflects them on screen.
* The application will refresh every 5 seconds to show the new state.
  + When the application is refreshing, the refresh button will be unavailable.
* The valve drawing will reflect the current state of the valves.
* The pattern spinner will reflect the current pattern running.
* The refresh icon will refresh the state of the valves at once instead of waiting for the timer.

**When the user presses a fountain valve:**

* If the application hasn’t yet requested control, it will do so at the first valve press.
* When the valve is pressed, the drawing will no longer reflect the state of the valves, but instead remain the same to be adjusted by the user.
* The pattern spinner will automatically change to manual.
* If the user has control, the valve pressed will be sent as a request.

**When the user uses the pattern spinner:**

* If the spinner is set to manual, the application will not request control, and the valves will continue to update.
* If the spinner is CHANGED to anything else, the application will request control and attempt to send the selected pattern. The valves will still be updated in the drawing.

**Getting control:**

* Each time control is request, a controller id will be returned. This id will not be the same each time, so keep track of all of them in a queue. When querying control, first use the first queue entry. If this isn’t in the control queue, throw it out and check for the second one.