**main.js**

Functions connected to buttons. Some are just for testing as yet.

connect()

checkVersion()

sendTriggers()

getVersion()

getConfig()

closeConnection()

**const.js**

Constants used in action parameters.

**keyCodes.js**

KeyCodes class

keyCodeList – global

definitions of all key codes.

**widgets.js**

SENSOR\_A and SENSOR\_B const

portValue class – includes mapping from port & A or B to sensor.

list of ports.

- widgets used to select solution options.

WidgetBase (getLabel, getWidget, getValue, setValue)

SelectionBox – general purpose, but only used for ports.

KeySets – for lists of key codes.

SpecialKeys

ModifierKeys

NonModifierKeys

NumericSelector

CheckBox

TextBox

**solutions.js**

SolutionList class (add, remove, compile)

SolutionBase (addSetting, adoption, compile)

Constants for commonly used labels.

Solution Long Descriptions.

All solution implimentations.

**chooser.js**

Activity, Device & Selection classes

Lists of each – these define the hierarchy of the solution selection dialog.

Selection refers to make<Solution> functions in solutions.js

Functions that support the selection dialog:

showSolutionDlg

closeIt

updateDisplay

showDevices

activityButtonAction

deviceButtonAction

hidePossible

solutionButtonAction

Functions that support the creation, display and removal of tabs.

addTab

setActiveTab

createContent

removeTab

defaultDisplay – default to show solution dlg.

addControlItem

Functions that support the display of a message box. Needs expansion.

showInfoBox

gotInfoOK

**connect.js**

constants for comms protocol values

The connection singleton.

inputStream

outputStream

**triggers.js**

Sensor class and const for sensors and list of sensors.

Same for actions

getBuzzerAction(pitch, duration)

TAction and TSignal classes defined – holders for related values.

TRIGGER\_ON\_LOW \_HIGH \_EQUAL constants.

Trigger class

TriggerList class

includes add(TSignal, startState, delay, TAction, endState)

global Triggers = new TriggerList();

Code to send the triggers in Triggers and to receive triggers into Triggers.