mainwindow

+ bool flag

- UI::MainWindow *ui

- Device* device
- int selectedSession
- int selectedGroup
- int connectionIntensity
- int timesIntensityAdjusted
- bool endSessionEarlyFlag
- QElapsedTimer blinkTimer
- QElapsedTimer powerPressedTimer
- QElapsedTimer selectTimer
- QElapsedTimer pauseTimer
- QElapsedTimer therapyTimer
- QElapsedTimer timeoutTimer
- therapy(int groupNum, int sessionNum, int recordingFlag, int overrideIntensity)
- connectionTest()
- addRecording(const string& name, int group, int batteryPercent, int initialIntensity, int intensity)
- replayRecording(Recording* recording)
- changeTextColor(QTextBrowser *text, QColor color)
- changeBackgroundColor(QPushButton *button, const QString& color, const QString& image, const QString& radius)
- bootConnectionTest()
- blinkSession(int sessionNum)
- cycleGroupButton()
- turnOffUI()
- softOff()
- updateIntensityLog()
- displayIntensityOnGraph()
- powerLightOnOff(bool status)
- endSessionEarly()
- ui initializeBattery()
- ui_turnOffBattery()
- blinkBattery()
- drainBattery(int intensity)
- checkBattery(): bool
- batteryWarning()
- sleepy(int sleepTime)

