

AppDelegate
window : UIWindow * tabBarController : UITabBarController *

MainViewController
initWithNibName(NSString *nibNameOrNil, NSBundle *nibBundleOrNil) : id

DrawViewController
mainImage : UIImageView * tempDrawImage : UIImageView * settingsMenu : UIView * settingsBox : UIView * RGBButt : UIButton * brush : CGFloat opacity : CGFloat brushLabel : UILabel * opacityLabel : UILabel * brushSlider : UISlider * opacitySlider : UISlider * brushValueLabel : UILabel * opacityValueLabel : UILabel * brushPreview : UIImageView * rgbText : UILabel * rgbSlider1 : UISlider * rgbSlider2 : UISlider * rgbSlider3 : UISlider * redLabel : UILabel * greenLabel : UILabel * blueLabel : UILabel * blackPencil : UIButton * greyPencil : UIButton * redPencil : UIButton * bluePencil : UIButton * darkGreenPencil : UIButton * lightGreenPencil : UIButton * lightBluePencil : UIButton * brownPencil : UIButton * darkOrangePencil : UIButton * yellowPencil : UIButton * eraser : UIButton * red : CGFloat green : CGFloat blue : CGFloat pencils : NSArray *
initWithNibName(NSString *nibNameOrNil, NSBundle *nibBundleOrNil) : id sliderChanged(id sender) : IBAction pencilPressed(id sender) : IBAction eraserPressed(id sender) : IBAction showOptions(id sender) : IBAction showSettings(id sender) : IBAction RGBOpSwitch(id sender) : IBAction

RecordViewController
playButton : UIButton * recordButton : UIButton * stopButton : UIButton * audioReplay : UIProgressView * progressBar : UIProgressView *
initWithNibName(NSString *nibNameOrNil, NSBundle *nibBundleOrNil) : id recordAudio(id sender) : IBAction playAudio(id sender) : IBAction sendSound(id sender) : IBAction stop(id sender) : void updateProgress(id sender): void

ExploreViewController
rateButton1 : UIButton * rateButton2 : UIButton *
initWithNibName(NSString *nibNameOrNil, NSBundle *nibBundleOrNil) : id ratePicture(id sender) : IBAction