

```
// File Name: TrainMe.h
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// Date Written: 04/18/2019
//
// This header file is responsible for selection of targeting stimuli
during the
// N-Back test. It is the training set for the N-Back test stimuli.
This header
// file contains information for visual target stimuli.
```

```
#ifndef TRAIN_ME_H
#define TRAIN_ME_H
```

```
#include <vector>
```

```
enum stimuli_visual_t
{
    VALID_TARGET,
    NON_VALID_TARGET
};
```

```
#define NUMERICAL_STIMULI_AMOUNT 50
```

```
using namespace std;
```

```
class TrainMe
{
public:
    TrainMe();
    ~TrainMe();
    void initialStimuli(int N);
    void selectGridPosForStimuli(int numberOfBlocks);
    void duplicateMyGridPos(const TrainMe&
trainMyObject);
    void createGridVals();
    void createTransitions();
    void createGridMarkersRandomized();
    int getValForGrid(int pos);
    stimuli_grid_t getGridPos(int pos);

private:
    vector<int> TrainMe;
    vector<stimuli_grid_t> GridMarkers;
    vector<int> vacantGridMarkers;
    vector<int> vacantGrids;
```

```

        vector<int> occupiedGridMarkers;
        int NBackVal;
        void createFirstStimuli();
        void createSecondStimuli();
        void randomizeMe();
        void inhibitGrid(int pos);
        void anyConstraints(int pos);
        void clearGrid();
        void clearGridMarker(int n);
        void clearCurrGridMarker(int n, vector<int>&
vacantMarkers);
        int randomizeGrid(int minimumVal, int maximumVal);
};

#endif

```