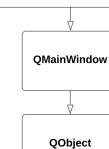


MainWindow

- powerOn: bool
- skinConnection: bool
- badConnection: bool
- connectionButtonsLit: bool
- flashValue: bool
- batteryLvI: double
- elapsedTime: int
- numToFlash: int
- softAnimation: int
- createUserDesignated: int
- customLength: int
- lengthPosition: int
- typePosition: int
- fileName: QString
- elapsedTimer: QElapsedTimer
- elapsedTimerConfirm: QElapsedTimer
- currentSessionTimer: QTimer
- testConnectionTimer: OTimer
- softAnimationTimer: QTimer
- void handlePowerOn()
- void handlePowerOff()
- void displaySessionSelect()
- void onBatteryLow()
- void startSession()
- void endSession()
- void recordSession()
- void adjustIntensity(int)
- void testConnection()
- void switchGroups()
- void switchType(int)
- void initializeTimer()
- void depleteBattery()
- void softOn()

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- void softOff()
- void intensityAnimation()
- void powerButtonPress()
- void powerButtonRelease()
- void chargeBattery()
- void connectToSkin()
- void upButtonPress()
- void downButtonPress()
- void confirmButtonPress()
- void recordButtonPress()
- void printRecordedButtonPress
- void updateTime()
- void flashConnection()
- void stopConnectionTest()
- void blinkNum()
- void stopFlashing()
- void goodConnection()



DisplayManager

- sessionLengthLabel: Vector<QLabel>
- sessionTypeLabel: Vector<QLabel>
- sessionNumLabel: Vector<QLabel>
- sessionStimLabel: Vector<QLabel>
- sessionLength on: Vector<OPixmap>
- sessionLength off: Vector<QPixmap> - sessionType on: Vector<QPixmap>
- sessionType off: Vector<QPixmap> - sessionNum on: Vector<QString>
- sessionNum off: QString
- sessionStim on: Vector<OPixmap>
- sessionStim off: Vector<QPixmap>
- L_on_green: QPixmap
- L on red: QPixmap
- L on yellow: QPixmap
- L off: QPixmap
- R on green: QPixmap - R_on_red: OPixmap
- R_on_yellow: QPixmap
- R off: QPixmap
- dutyCES on: QPixmap
- dutyCES_off: QPixmap - shortCES on: QPixmap
- shortCES off: QPixmap
- elapsedTimer: QElapsedTimer
- elapsedTimerConfirm: QElapsedTimer
- + void testConnectionLights(int)
- + void flashConnection(QString, bool, bool)
- + void connectionTestOff()
- + void connection(bool)
- + void displayBatteryLevel(int)
- + void displayIntensityLevel(int)
- + void displaySessionSelect(int, int, int)
- + void display0To8Level(int)
- + void flash0To8Level(int, bool)
- + void flashBatteryLow(int, bool)
- void softOn()
- void softOff()
- void sessionAnimation()
- void savingAnimation()

Session - length: QString - sessions type: QString - frequency: OString - intensity: double - currentSession +print(): void

Recording - recordingPending: bool - recorder

+ bool getPending()

- fileName: QString

- + void setFile(QString)
- + void setPending()
- + void recordSession(Session*, bool)
- + void print()