

## 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()

- dm

- 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()



- elapsedTimer: QElapsedTimer

+ void flashConnection(QString, bool, bool)

- elapsedTimerConfirm: QElapsedTimer

DisplayManager

- sessionLengthLabel: Vector<QLabel>

- sessionTypeLabel: Vector<QLabel>

- sessionNumLabel: Vector<OLabel>

- sessionStimLabel: Vector<OLabel>

- sessionLength on: Vector<QPixmap>

- sessionLength off: Vector<QPixmap>

- sessionType on: Vector<QPixmap>

- sessionType off: Vector<QPixmap>

- sessionNum on: Vector<OString>

- sessionStim on: Vector<QPixmap>

- sessionStim off: Vector<QPixmap>

- sessionNum off: QString

- L on green: QPixmap

- L on vellow: OPixmap

- R\_on\_green: QPixmap

- R on yellow: QPixmap

- dutyCES on: OPixmap

- dutyCES off: QPixmap

- shortCES\_on: QPixmap

- shortCES off: QPixmap

- R on red: QPixmap

- L on red: QPixmap

- L\_off: QPixmap

- R off: QPixmap

- + void connectionTestOff()
- + void connection(bool)
- + void displayBatteryLevel(int)
- + void displayIntensityLevel(int)
- + void displaySessionSelect(int, int, int)
- + void display0To8Level(int)
- + void flash0To8Level(int, bool)
- void softOn()
- void softOff()
- void sessionAnimation()
- void savingAnimation()

- sessions

- sessions

- length: QString
- type: QString
- frequency: QString
- intensity: double

+print(): void

- recorder

## Recording

- recordingPending: bool
- fileName: QString
- + bool getPending()
- + void setFile(QString)
- + void setPending()
- + void recordSession(Session\*, bool)
- + void print()

