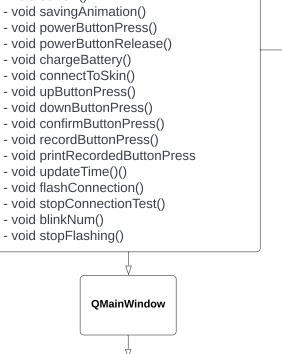


## **MainWindow**

- 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: QTimer
- softAnimationTimer: QTimer
- void handlePowerOn()
- void handlePowerOff()
- void displaySessionSelect()
- void onBattervLow()
- 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 savingAnimation()
- void powerButtonRelease()
- void chargeBattery()
- void connectToSkin()
- void upButtonPress()
- void confirmButtonPress()
- void recordButtonPress()
- void printRecordedButtonPress
- void updateTime()()
- void flashConnection()
- void stopConnectionTest()
- void blinkNum()
- void stopFlashing()



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

Recording - recordingPending: bool - recorder - fileName: QString

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

## DisplayManager

- sessionLengthLabel: Vector<QLabel>
- sessionTypeLabel: Vector<QLabel>
- sessionNumLabel: Vector<QLabel>
- sessionStimLabel: Vector<QLabel>
- sessionLength on: Vector<QPixmap> - sessionLength off: Vector<QPixmap>
- sessionType on: Vector<QPixmap>
- sessionType off: Vector<QPixmap>
- sessionNum on: Vector<QString>
- sessionNum off: QString
- sessionStim on: Vector<QPixmap>
- 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: QPixmap
- R on yellow: QPixmap
- R off: QPixmap
- dutyCES on: QPixmap
- dutyCES off: QPixmap
- shortCES on: QPixmap
- shortCES off: QPixmap
- elapsedTimer: QElapsedTimer
- elapsedTimerConfirm: QElapsedTimer

- void softOff()
- void sessionAnimation()
- void savingAnimation()

+ 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 softOn()

**OObject**