```
(c) mainwindow
                     o bool isOn;

    bool isConnected;

                     o double battervLife:
                     o bool sessionInProgress;
                     o int currIntensity:

    int defaultIntensity:

    QString currUser;

    int blinkCount;

    bool batteryWarningGiven;

                     o bool criticalBatteryWarningGiven;
                     o sessionMngr* mngr;

    QTimer* idleTimer;

    QTimer* softOffTimer;

                     o QTimer* softOnTimer;

    QTimer* lowBatteryTimer;

                     bool connectionTest();

    void changeInstensityDisplay();

                     int getTimeSelection();

    void setUserSessions():

    void noConnectionBlink();

                     void togglePwr();

    void toggleElectrodes();

    void idleTimerExpired();

    void batteryLifeTimerTick();

                     void updateConnection();
                     void onSessionStart();
                     void softOn();
                     void onSessionEnd():
                     void softOff();
                     void checkButtonPress();

    void changeInstensity()

                     void changeInstensityAdmin(int);

    void setDefaultIntensity();

    void rechargeBattery();

    void changeUser(QString user);

                     void setReplayValues();
                     void batteryBlink();
                     void noConnectionTestBlink();

    void okayConnectionTest();

                     void resetConnectionTest();
                            c sessionManager

    QTimer* batteryLifeTimer;

    QTimer* sessionTimer

    static const QString DATABASE_PATH;

QSqlDatabase db:
bool runningSession;
bool sessionPaused;
int remainingTime:

    Session *currSession;

    bool isSessionPaused();

int getRemainingTime();

    void startSession(QString user,int sessionType, int duration, int intensity);

    void addSessionRecord(int currIntensity);

    void addUserRecord(const QString &user);

    QStringList getUserSessions(QString user);

void pauseSession();
void unpauseSession();
void endSession();

    Session* getCurrentSession();
    Session* getSession(int sessionNum);

    bool deleteRecords();

bool DBInit()
bool DBInit();
                                 c session

    QStringList sessionTypes;

    QString user;

                       int duration;
                       int intensity;
                       int type;

    void setIntensity(int intensity);

    void setUser(QString user);

                       void setDuration(int dur);
                       void setType(int type);
                       int getType();
                       int getIntensity();
                       int getDuration();

    QString getUser();

                       void print();
```