**MainWindow.h**

MainWindow.h is primarily responsible for UI updates. We attempted to only utilize this class for interacting with user interface elements. The mainwindow contains an AED and then a ton of UI objects. The only semi unrelated thing within mainwindow.h is the AED object

**AED.h**

The AED class handles the majority of the backend functionality. That is the AED handles victim diagnoses, cpr, shock, electrode storage, battery, cpr feedback and self-check. The AED was implemented to be the main backend functionality since the entire device is the AED. We tried to specifically focus the aed on functionality while the class communicates with mainwindow.h for strictly UI updates.

**Electrode.h (Adult & Child)**

AdultElectrode.h and ChildElectrode.h are both inherited from Electrode.h. Electrode is a parent abstract class that creates a general form for both Adult/Child Electrode classes. The adult electrode have a colour of black and the child electrodes are a colour of green.

**ElectrodePadPair.h**

ElectrodePadPair.h is simply a class to hold two electrode named upper and lower electrodes. There is a getter and setter for both. The class has a constructor that takes in two electrodes, in which they’re either both adult or child electrodes.

**CardiacArrhythmias.h (NSR, VF, VT)**

NormalSinusRhythm.h, VentricularFibrillation.h and VentricularTachycardia.h all inherit from CardiacArrhythmias.h. It is understood that Normal Sinus Rhythm is not a subtype of a cardiac arrhythmia, however, in the scope of this program its important to note that an abstract class for all of these conditions is appropriate since they all have similar out-comes, such as treatment procedure, condition name, and an attachment to a patient.

**Victim.h**

The Victim class takes in an int and a CardiacArrhythmias. One named age and the other named condition. There is a single function to generate a random name. The victim class is purely informational and does not do that much in terms of functionality

**VoiceSystem.h**

The VoiceSystem.h class is primarily for auditorial messages, however does also have functionality for images and text displays. A VoiceSystem.h is contained within the AED.h class as its existence is dependent on the AED.h.