This activity diagram represents the logical process in updating the session object when it is given a new heart rate.

Session

updateSession(newHR, currentVector)

Set currentHR to newHR

Increment elapsedTime

Append newHR to recordedHR array

does countUpdates equal 5?

no

yes

Set countUpdates to 0

Increment countUpdates

Set currentCoherence to value from coherenceScoreData using currentVector

return -1

Increment appropriate time in low, med, or high coherence sections and determine if beep should be played

Add newCoherenceScore to coherenceSum

Increment coherenceCount

return currenCoherence