Interruption 1-2: Sensor Connection Lost - Sequence Diagram User
 ui: UI::MainWindow
 BEGIN SESSION: Menu
 Profile
 timer: QTimer
 currentSession: Session
 dbmanager: DBManager
The user has disconnected the sensor during an active session. ui->hrConnection->setStyleSheet(connectionOff) applyToSkin(false) displaySummary(currentSession, false) getTimer() return: QTimer return: QTimer ui->sessionFrame->setVisible(false) getElapsedTime() return: int ui->customPlot_2->xAxis->setRange(0, int) loop [size of recordedHR in session] getGraph_int().size() return: int getGraph_int() return: QVector<int> ui->customPlot_2->yAxis->setRange(sessionMin, sessionMax) ui->customPlot_2->graph(0)->setData(emptyData, emptyData) session->getElapsedTime() return: int ui->customP[ot_2->graph(0]->setData(seconds, session->getGraph_double()) ui->customPlot_2->replot() addLog(log) getCoherenceCount() return: int getAchievementScore() return: float getCoherenceCount() return: int ui->avgScore->setText("Avg Score: "+ QString::number(rounded)) ui->challengeLvlBar->setText(QString::number(session->getChallengeLevel())) ui->achvScoreBar_2->setText(QString::number(rounded)) ui->length8ar_2->setTaxt(QString::number(session->getElapsedTime()) + "s") ui->timeInHigh->setText(string)) ui->timeInMed->setText(string) ui->time(nLow->setText(string) session->getElapsedTime() return: int ui->summaryFrame->setVisible(true) turnOffLights() ui->redLED->setStyleSheet(redOff) ui->blueLED->setStyleSheet(blueOff) ui->greenLED->setStyleSheet(greenOff) User MainWindow ui: UI::MainWindow BEGIN SESSION: Menu Profile (timer: QTimer) currentSession: Session (dbmanager: DBManager