UML class diagram OasisPro

UI

QMainWindow

QObject

mainWindow

- powerStatus : bool
- sessionStatus : bool
- connectionTestStatus : bool
- currentGroup : short int
- currentSession : short int
- currentConnection : short int
- isRecording : int
- intensity : int
- battery: double
- elapsedTime: int
- sTimer: QTimer
- bTimer: QTimer
- batSwitch1 : bool
- batSwitch2 : bool
- batSwitch3 : bool
- batSwitch4 : bool
- batSwitch5 : bool
- batSwitch6 : bool

- resetBatSwitches()
- loadSession()
- resetGroupIcons()
- resetSessionIcons()
- displayBatteryLevel()
- displayConnectionResult()
- displaySession()
- displayGroup()
- displayIntensity()
- displayUpDownScrollBar()
- softOffAnimation()
- recordTherapy()
- changePowerStatus()
- selectGroup()
- upArrowButtonOperations()
- downArrowButtonOperations()
- selectButtonOperations()
- resetBarGraphIcons()
- resetLR()
- setBarOne()
- setBarTwo()
- setBarThree()
- setBarFour()
- setBarFive()
- setBarSix()
- setBarSeven()
- setBarEight()
- blinkBarOne()
- blinkBarTwo()
- blinkBarThree()
- blinkBarFour()
- blinkBarFive()
- blinkBarSix()
- blinkBarSeven()
- blinkBarEight()
- blinkTwoTopBars()
- blinkTwoBottomBars()
- blinkTwoMES()
- turnOnLED()
- turnOffLED()
- changeBatteryLevel()
- updateCurrentConnection(int)
- displaySessionOnStatus()
- useTimer()
- drainBattery()
- startRecording()

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Session

- currentSessionID : short int
- preferedIntensity : short int

- setPreferedIntensity(int)
- getPreferedIntensity()
- getCurrentSession()