

Data Processing		
- MAX_POSITIONS		Integer
- hands		Hands
- previousHandPositions	[][][]	Coordinate
- keys		Dictionary<String, Boundary>
+ detectKeys()		void
+ detectHands(Array*Integers frame)	[][]	Coordinate
+ addHandsToFrame(Array*Integers* frame, Array*Coordinate* detection_results)	[][]	Integer
+ replaceOldestHandPositon(Array*Coordinate* positions)		void
+ detectKeystokes()		[] String
- compareFrames()		[]<Float, Coordinate>
- validateKeyBoundaries()		void

Coordinate	
+ x	Float
+ y	Float
+ z	Float

Boundary	
- left	Coordinate
- right	Coordinate
- top	Coordinate
- bottom	Coordinate
+ isIn(Coordinate coord)	Boolean