

Data Processor	
- MAX_POSITIONS	Integer
- hands	Hands
- previousHandPositions	[][][] Coordinate
- keys	Dictionary<String, Boundary>
+ detectKeys(Array*Array*Integer* frames)	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