

SaveStateInterface

```
+ virtual void saveToFile  
(std::string &path, UAR  
*uar, bool *simmulation,  
State::TypGeneratora *typ,  
GeneratorProstokatny *gen  
_pros, GeneratorSinusoida *gen_sin)=0  
  
+ virtual void readFromFile  
(std::string &path, UAR  
*uar, bool *simmulation,  
State::TypGeneratora *typ,  
GeneratorProstokatny *gen  
_pros, GeneratorSinusoida *gen_sin)=0
```



QSaveState

```
+ QSaveState()  
  
+ void saveToFile(std  
::string &path, UAR  
*uar, bool *simmulation,  
State::TypGeneratora *typ,  
GeneratorProstokatny *gen  
_pros, GeneratorSinusoida *gen  
_sin) override  
  
+ void readFromFile(std  
::string &path, UAR *uar,  
bool *simmulation, State  
::TypGeneratora *typ, GeneratorProstokatny  
*gen_pros, GeneratorSinusoida *gen  
_sin) override
```