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
  _running, State::TypGeneratora
  typ, GeneratorProstokatny *gen
  _pros, GeneratorSinusoida *gen
  _sin) override

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