TimerStateInterface

+ virtual void setTimeout (std::function< void()>)=0

+ virtual void setInterval MS(unsigned int)=0

+ virtual unsigned int getIntervalMS()=0

+ virtual void setRunning (bool running)=0

QTimerState

+ QTimerState()

+ void setTimeout(std ::function< void()>) override

+ void setIntervalMS (unsigned int) override

+ unsigned int getInterval MS() override

+ void setRunning(bool running) override

+ void runCallback()