

## 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
```