

GUI Class diagram

MainWindow

-isConnected:bool
-data:char[6]
-controllerConnected:bool
-mutex:QMutex
-socket:QTcpSocket*
-controllerSocket:QTcpSocket*
-IP:QString
-videoUrl:QString
-ui:Ui::MainWindow*
-instance:VlcInstance*
-media:VlcMedia*
-player:VlcMediaPlayer*
-dataThread:pthread_t
-controllerThread:pthread_t
-XboxController_:XboxController*

+MainWindow(QWidget):explicit void
+~MainWindow():void
+sig_getData():signal

-Au2connect():slot
-konfigurerIP():slot
-AKSstatus():slot
-maksHastighed():slot
-readSocket():slot
-connectionLost():slot
-connected():slot
-kalibrerStyretøj():slot
-shutDown():slot
-controllerIsConnected():slot
-controllerLostConnection():slot

-controller():void
-controllerStream():void*
-getData(void):void*
-getDataHelper(void *context):static void*
-controllerStreamHelper(void *context):static void*
-openPlayer():void
-writeDataToFile():void
-readDataFromFile():void
-updateData():void

XboxController

-_dwResult:DWORD
-_controllerState:XINPUT_STATE
-_controllerNum:int
+XboxController(int):void
+getNumber():int
+connect():bool
+vibrate():void
+getCtrData(short,short,unsigned char, bool):void