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┌─────────────────────┐          ┌─────────────────────┐
│ C  ScrollView       │          │ I  SampleDisplay    │
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C SignalScrollView

- List<SignalSurfaceView> surfaceViewList
- DrawingHelper drawingHelper
- SampleSource sampleSource
- int widthPixels, blockInPixel, dragStartPoint
- String[] signalLabels
- boolean dragEnabled
- TextView batteryView, heartRateView

Constructor
- ● SignalScrollView(Context context, String[] signalLabels, int rate, int FPS, int heightInBlock, boolean dragEnabled)

- ■ void pauseNotVisibleView()
  @Override
- ● void draw(Canvas canvas)
  @Override
- ◇ void onScrollChanged(int l, int t, int oldl, int oldt)
- ■ void calculateMetrics()
- ■ void fillScrollView(int heightInBlock)
  @Override
- ● boolean onTouchEvent(MotionEvent ev)