DrawingHelper (A)

- ◇ int widthInPixel
- ◇ int heightInPixel
- ◇ int windowSize
- ◇ float[] baselines
- ◇ int blockInPixel
- ◇ int millisecondsPassed
- ◇ int sampleOffset
- ◇ int[] rPosition
- ◇ String[] rAnnotations
- ☐ List<SignalSurfaceView> surfaceViewList
- ☐ int FPS
- ☐ int heightInBlock
- ☐ int timeUnitInMillis
- ☐ String timeLabelFormat
- ☐ ArrayList<Drawer> drawerList

Constructor
- ● DrawingHelper(int rate, int FPS)

- ● void prepare(List<SignalSurfaceView> surfaceViewList, int width, int blockInPixel, int heightInBlock)
- ● void startDrawing(int signalIndex)
- ● void pauseDrawing(int signalIndex)
- ● void quit()
- ■ void sampleArrived()
- ■ void sampleRemoved()
- ◇ Canvas drawGrid(Canvas c, Paint p)
- ■ Canvas drawSignalLabelsAndTime(int signalIndex, Canvas c, Paint p)
- ◇ Canvas drawSamples(int signalIndex, Canvas c, Paint p)
- ◇ Canvas drawRAnnotations(Canvas c, Paint p)
- ● void addSampleToTail(float[] samplesArray)
- ● void addSampleToHead(float[] samplesArray)

DrawerHelperScroll (C)

- ☐ List<ArrayDeque<Float>> sampleWindows

DrawerHelperOsc (C)

- ☐ List<LinkedList<Float>> sampleWindows
- ☐ int sampleWindowsTail