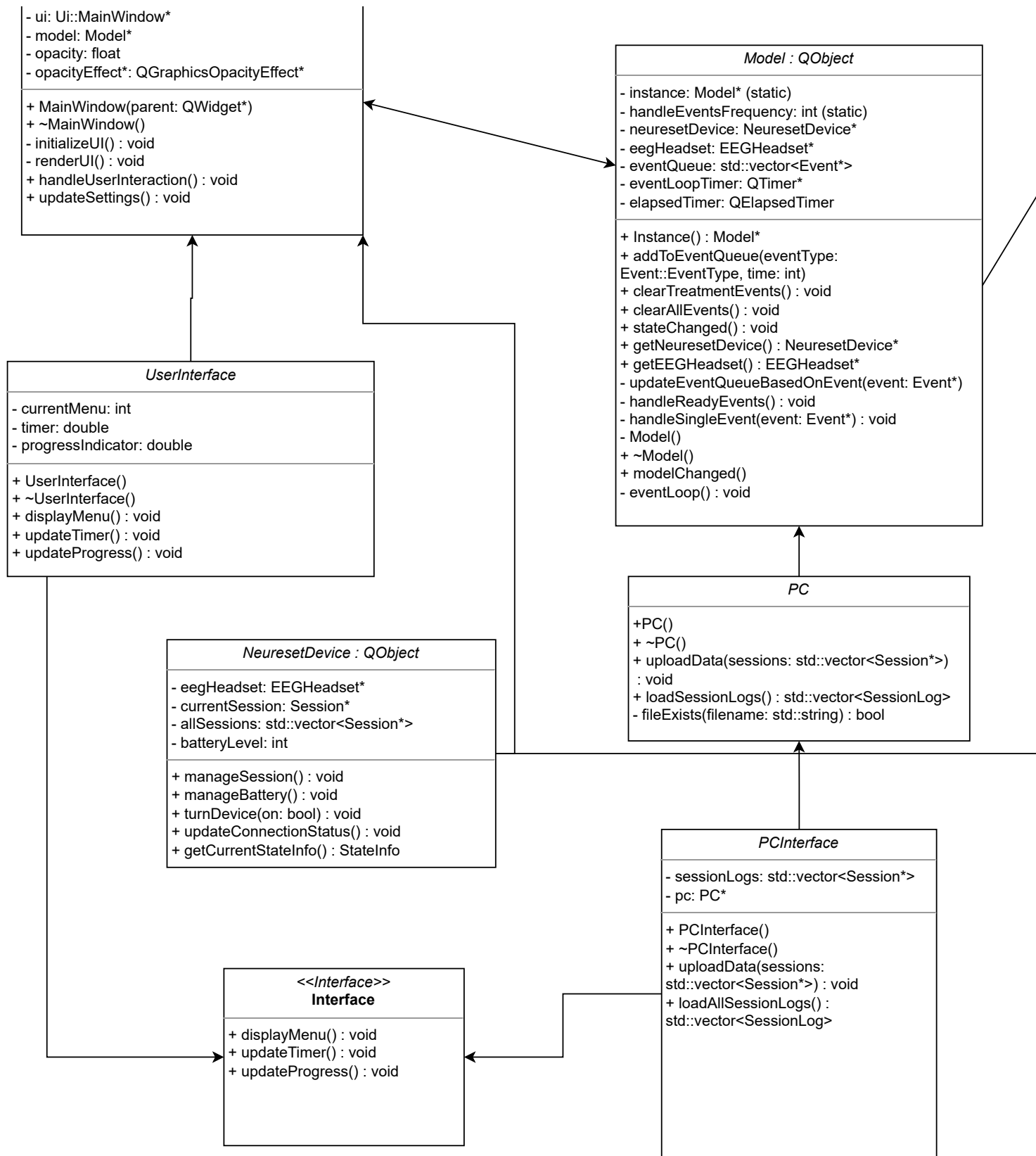


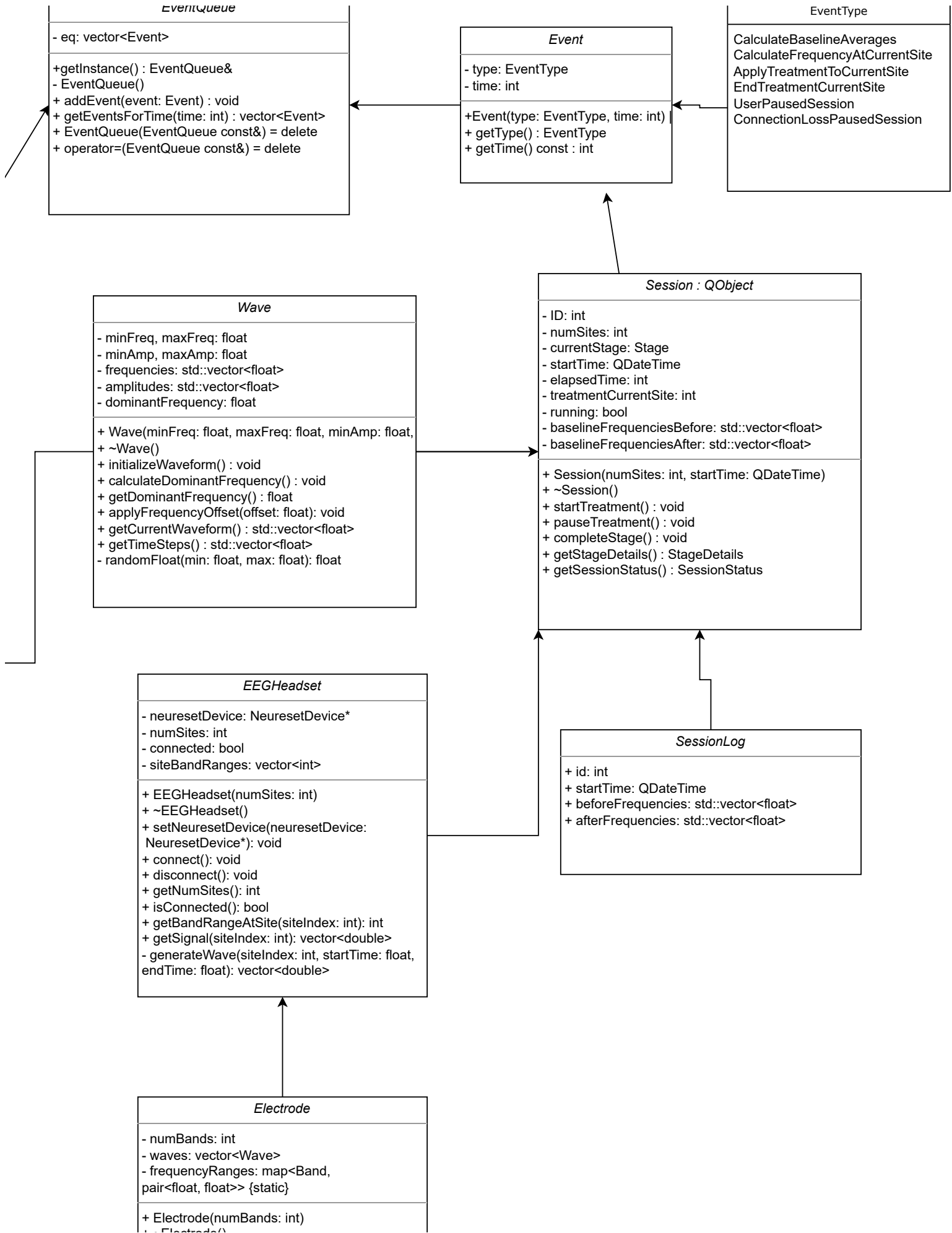
frame

MainWindow

EventQueue

- -









```
+ ~Electrode()  
+ initializeElectrode(): void  
| + computeBaselineFrequencies(): void |  
| + applyTreatmentToWaves(offset: float): void |  
| + collectWaveData(numPointsPerWave: int): ve
```

