1. Load event
2. Populate table
   1. Event index
   2. Number of events after start rec
   3. Duration between start recs
3. Output Session button
   1. UI INPUT –
      1. Resting State OR Behavior
      2. How many session
         1. Loop through sessions
            1. Start session [plus buffer]
            2. End session [plus buffer]
            3. Save Sessions information