

# Predictor

*MindWave's data analysis program*

Developers:

Anastasia Gaydashenko  
Alexandra Malysheva

Mentor:

Kirill Krinkin

# MindWave: description and expectations



# Goals

<input type="radio"/> Sleeping	63.4167	45.6667
<input type="radio"/> Running	79.3333	62.6667
<input type="radio"/> Reading	72.4	59.4
<input checked="" type="radio"/> Playing	73.0796	56.9115
<input type="radio"/> Nothing		

now you say that you're playing

What are you doing      program's answer

Current Concentration: 75

Current Meditation: 51

What are you doing

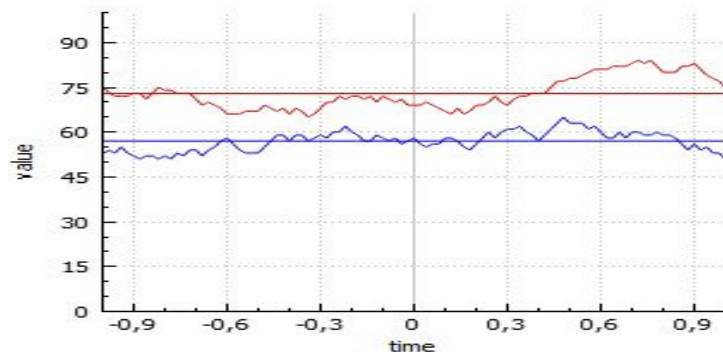
I think, you are sleeping

66

online value

num: 154

time: 23:52:52



# Connection Implementation

## References:

- Sample project has been downloaded [here](#) (direct link without registration)
- Produce company's [site name](#)
- And [here](#) you can download all documentation and samples for different platforms

# Interface

Link to the file with saved data from four slots. You can choose your slot in the program and the result will be more accurate



# Implementation details

- Slot1

- Slot2

- Slot3

- Slot4

Actions:

- \* Sleep

- \* Run

- \* Read

- \* Play

```
QVector <PersonalData> person;  
struct PersonalData  
{  
    fields:  
        int NumSleep, ...;  
        double AvConcSleep, ...;  
        double AvMedSleep, ...;  
    methods:  
        double FracSleepConc:  
            return AvConcSleep/NumSleep;  
}
```

# Problems with reaction

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now you say that you're playing

<input type="radio"/> Sleeping	73.5	49.625
<input type="radio"/> Running	83.75	61
<input type="radio"/> Reading	82.5	58.75
<input checked="" type="radio"/> Playing	69.5789	49.9474
<input type="radio"/> Nothing		

now you say that you're playing

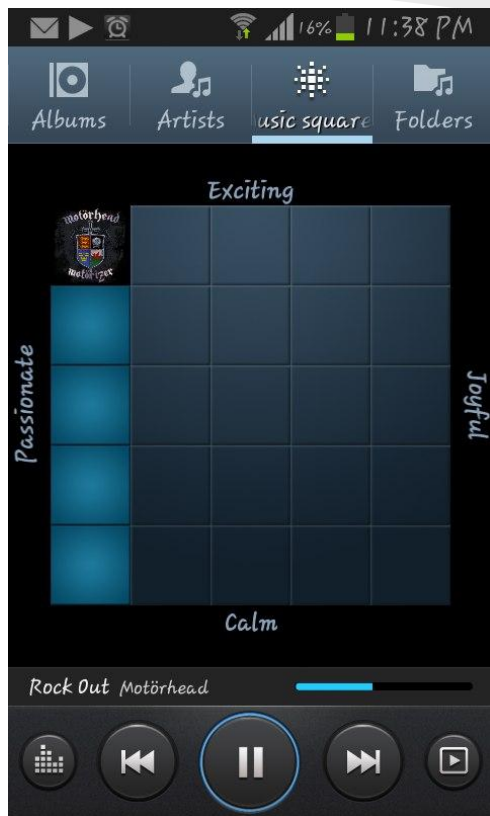
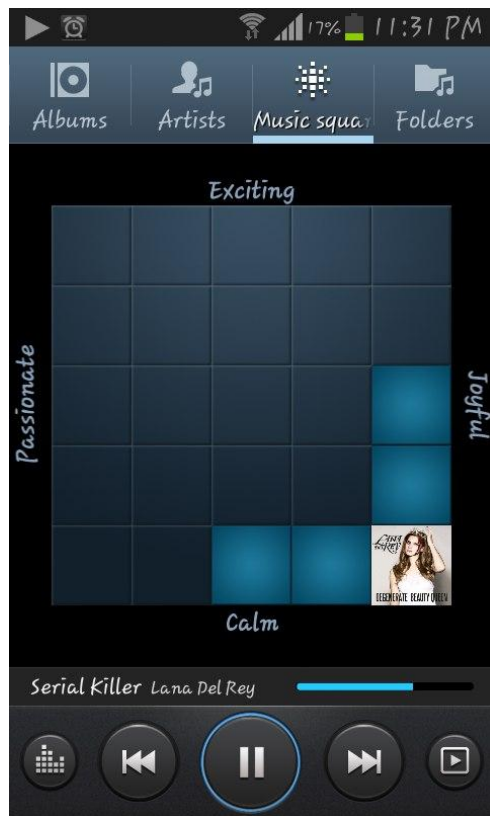
# Debugging approach

```
1  #ifndef VALUES_H
2  #define VALUES_H
3
4  #include "libraries.h"
5
6  int getMeditationValue();
7  int getConcentrationValue();
8
9  #endif // VALUES_H
```

```
1  #include "values.h"
2
3  int Meditation = rand() % 100;
4  int Concentration = rand() % 100;
5
6  int getMeditationValue()
7  {
8      Meditation += rand() % 5 - 2;
9      return Meditation;
10 }
11
12 int getConcentrationValue()
13 {
14     Concentration += rand() % 5 - 2;
15     return Concentration;
16 }
```



# Plans and future steps



Exciting:

- Low meditation

Joyful:

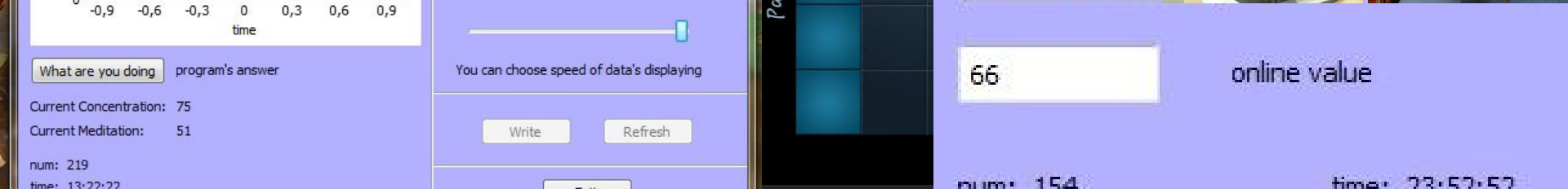
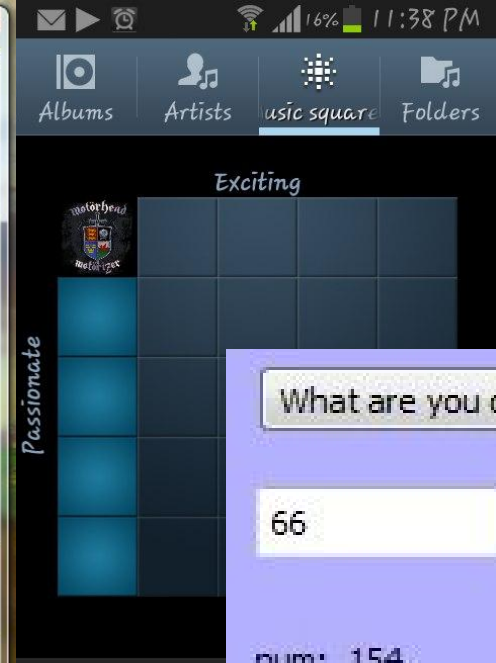
- Low concentration

Calm:

- High meditation

Passionate:

- High concentration



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