

- ui

bar

 painter timeFlag - count

+ MainWindow() + ~MainWindow()

- paintEvent() - timerActivation() - on algorithmBox currentText

Changed() - on speedSlider valueChanged() on startButton clicked() - on barSlider sliderMoved()

 on gueueSlider valueChanged() on quantSpin valueChanged() - on delaySpin valueChanged()

on restartButton clicked()