|  |  |  |  |
| --- | --- | --- | --- |
| Monitor Class | | | |
| Interface | | Implementation | |
| Return Type | Name | Return Type | Name |
| Screen | getPrimaryMonitor(void) | #INV# | #INTERFACE |
| Screen[] | getAllMonitors(void) | Bool | currIndexIsPrimaryMonitor() |
| Int | getNumberOfMonitors(void) | Void | t\_checkForChangeInMonitorSetup(obj, event) |
| Screen[] | getAllButPrimaryMonitor(void) |  |  |
| Int | getCurrentMonitorIndex(void) |  |  |
| Screen | getCurrentMonitor(void) |  |  |
| Bool | isMoreThanOneMonitor(void) |  |  |
| Void | setCurrentMonitorIndex(int index) |  |  |
| Void | initMonitorClassSetup (int timeInterval) |  |  |
| Void | update() |  |  |

Screen primaryMonitor

Screen[] allMonitors

Int monIndex

Timer monitorCheck