## ControllerScreenCallback Interface + updateImage() + updateCalibratedTrackbar() + updateLogTable() ControllerScreen - ui captureAndDetect display - displayControl - screen signal enabledCommands + ControllerScreen() + ~ControllerScreen() + Callback controls() + updateImage() + updateCalibratedTrackbar() + updateLogTable() + keyPressEvent() + unprocessedFeed clicked() + skinMask clicked() + detector clicked() + calibrate clicked() + setCalibrationValues() + calibrateBackground clicked() + enableMouse() + enableSpaceBar() + enableMinimizeWindow() + enableMoveWindow() + enableVolume() connectGuiEvents()

- connectSignals()