Heart.cpp

void beat(struct heartParams \*settings)

void boucle(struct heartParams \*settings)

Heart.h

struct heartParams {

    int bpm;

    int order;

};

void beat(struct heartParams \*settings);

Cardio.h

typedef struct {

    int pulses;

    int ms;

    int base;

    int checks;

    struct heartParams \*settings;

    int way;

} state;

int detectPulse(float pulses, float ms, float base);

int initPulse();

Params.h

#define LIGHT 4

#define LED 1

Cardio.cpp

int detectPulse(float pulses, float ms, float base);

int initPulse();

Projet-Fondamentaux-Scientifiques.cpp

#include cardio.h

Partie 1

Arduino