

- ui

rgbColorsetSendPos

- setLight - setSensor

+ MainDisplay()

+ ~MainDisplay()
- on PosChanged()

on_ColorChanged()on_upButton_pressed()

- on_downButton_pressed()
- on_goPosButton_pressed()
- on_goLightButton_pressed()

on_onButton_pressed()on_offButton_pressed()on_addButton_pressed()on_button_pressed()

on_delButton_pressed()on_distanceChanged()on_movementChanged()on_lumenChanged()on_calButton_pressed()