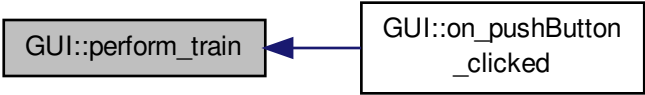


GUI::perform\_train



```
graph LR; A[GUI::on_pushButton_clicked] --> B[GUI::perform_train];
```

A diagram showing a call from GUI::on\_pushButton\_clicked to GUI::perform\_train. The call is represented by a blue arrow pointing from the right box to the left box. The left box is shaded gray, and the right box is white.

GUI::on\_pushButton  
\_clicked