function funName(MaxInt)

cellIDs = unique(MaxInt.Object\_Label);

Object\_Label = MaxInt.Object\_Label;

velocities = MaxInt.velocityPerFrameMicronPerSec;

areaMicron = MaxInt.Area\_Micron2;

for i = 1:length(cellIDs)

currentCell = cellIDs(i);

currentCellVel= velocities(Object\_Label == currentCell);

currentCellArea = areaMicron(Object\_Label == currentCell);

figure("WindowState","maximized");

ax1 = subplot(2,1,1);

plot(ax1,1:length(currentCellVel), currentCellVel);

title(['Velocity Cell Number: ' num2str(currentCell)]);

ax1 = subplot(2,1,2);

plot(ax1,1:length(currentCellVel), currentCellArea);

title(['Area Cell Number: ' num2str(currentCell)]);

tightfig();

pause

close();

end

end