**Приложение A. Текст программы**

## АННОТАЦИЯ

В данном программном документе приведен текст программы контроля психоэмоционального состояния человека.

В разделе «Текст программы» указано назначение программы, краткая характеристика области применения программы, описание модулей и их программный код.

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## ТЕКСТ ПРОГРАММЫ

### Наименование программы

Наименование – программа для контроля психоэмоционального состояния человека.

### Область применения программы

Программа должна эксплуатироваться в учебных заведениях. Конечными пользователями программы должны являться сотрудники учебных заведений и студенты.

### Модули

Таблица 1 - Модули.

| № | Название модуля | Описание модуля | Размер модуля | Кол-во строк |
| --- | --- | --- | --- | --- |
| 1 | Program.cs | Модуль инициализации | 1 кб | 23 |
| 2 | StatisticForm.cs | Модуль формы статистики | 15 кб | 362 |
| 3 | Debug.cs | Модуль формы отладки | 8 кб | 151 |
| 4 | MainMenu.cs | Модуль формы меню | 2 кб | 58 |
| 5 | WorkTimer.cs | Модуль формы таймера работы | 3 кб | 79 |
| 6 | RelaxTimer.cs | Модуль формы таймера отдыха | 5 кб | 117 |
| 7 | AddPost.cs | Модуль формы добавления записи в дневник | 4 кб | 95 |
| 8 | JournalAskDialog.cs | Модуль формы перехода в форму добавления записи в дневник | 1 кб | 21 |
| 9 | Headband.Designer.cs | Графическая оболочка | 5 кб | 89 |
| 10 | StatisticForm.Designer.cs | Графическая оболочка | 8 кб | 147 |
| 11 | Debug.Designer.cs | Графическая оболочка | 31 кб | 489 |
| 12 | MainMenu.Designer.cs | Графическая оболочка | 5 кб | 117 |
| 13 | WorkTimer.Designer.cs | Графическая оболочка | 6 кб | 79 |
| 14 | RelaxTimer.Designer.cs | Графическая оболочка | 7 кб | 123 |
| 15 | AddPost.Designer.cs | Графическая оболочка | 12 кб | 237 |
| 16 | JournalAskDialog.Designer.cs | Графическая оболочка | 4 кб | 90 |

### Код программы

* + 1. Program.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace NeuroWork

{

static class Program

{

/// <summary>

/// Главная точка входа для приложения.

/// </summary>

[STAThread]

static void Main()

{

Application.EnableVisualStyles();

Application.SetCompatibleTextRenderingDefault(false);

Application.Run(new Headband());

}

}

}

* + 1. StatisticForm.cs

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Data.SQLite;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

using System.Xml;

namespace NeuroWork

{

public partial class StatisticForm : Form

{

private SQLiteConnection connection = new SQLiteConnection("Data Source=DB.db3");

DataSet dsWork = new DataSet();

DataSet dsJournal = new DataSet();

/// <summary>

/// точка входа в форму.

/// </summary>

public StatisticForm()

{

InitializeComponent();

GridUpdate();

}

/// <summary>

/// Обновление таблиц.

/// </summary>

void GridUpdate()

{

try

{

connection.Open();

SQLiteDataAdapter daWork = new SQLiteDataAdapter("SELECT Id AS 'Номер', Date AS 'Дата', Time AS 'Длительность сессии', TypeOfActivity AS 'Вид сессии', Value AS 'Среднее значение' FROM AveragePoints", connection);

daWork.Fill(dsWork);

WorkStatistic\_DataGridView.DataSource = dsWork.Tables[0];

SQLiteDataAdapter daJournal = new SQLiteDataAdapter("SELECT Id AS 'Номер', Date AS 'Дата', Post AS 'Запись', Emotion AS 'Эмоция' FROM Journal", connection);

daJournal.Fill(dsJournal);

JournalStatistic\_DataGridView.DataSource = dsJournal.Tables[0];

}

catch (Exception ex)

{

MessageBox.Show(ex.Message);

}

finally

{

connection.Close();

}

}

/// <summary>

/// Удаление строки из таблицы статистики клавишей

/// </summary>

private void WorkStatistic\_DataGridView\_KeyUp(object sender, KeyEventArgs e)

{

if (e.KeyData == Keys.Delete)

{

try

{

connection.Open();

SQLiteCommand cmd = new SQLiteCommand(String.Format("DELETE FROM AveragePoints WHERE Id={0}", WorkStatistic\_DataGridView.SelectedRows[0].Cells[0].Value), connection);

cmd.ExecuteNonQuery();

}

catch (Exception ex)

{

MessageBox.Show(ex.Message);

}

finally

{

connection.Close();

}

GridUpdate();

}

}

/// <summary>

/// Удаление строки из таблицы дневника клавишей.

/// </summary>

private void JournalStatistic\_DataGridView\_KeyUp(object sender, KeyEventArgs e)

{

if (e.KeyData == Keys.Delete)

{

try

{

connection.Open();

SQLiteCommand cmd = new SQLiteCommand(String.Format("DELETE FROM Journal WHERE Id={0}", JournalStatistic\_DataGridView.SelectedRows[0].Cells[0].Value), connection);

cmd.ExecuteNonQuery();

}

catch (Exception ex)

{

MessageBox.Show(ex.Message);

}

finally

{

connection.Close();

}

GridUpdate();

}

}

/// <summary>

/// Экспорт статистики и девника в файл.

/// </summary>

private void ExportStatistic\_Btn\_Click(object sender, EventArgs e)

{

SaveFileDialog saveFileDialog1 = new SaveFileDialog();

saveFileDialog1.Filter = "Excel files (\*.xls)|\*.xls";

saveFileDialog1.FilterIndex = 2;

saveFileDialog1.RestoreDirectory = true;

if (saveFileDialog1.ShowDialog() == DialogResult.OK)

{

try

{

using (ExcelWriter writer = new ExcelWriter(saveFileDialog1.FileName))

{

writer.WriteStartDocument();

// Write the worksheet contents

writer.WriteStartWorksheet("Сессии");

//Write header row

writer.WriteStartRow();

writer.WriteExcelUnstyledCell("Номер");

writer.WriteExcelUnstyledCell("Дата");

writer.WriteExcelUnstyledCell("Длительность сесии");

writer.WriteExcelUnstyledCell("Вид сессии");

writer.WriteExcelUnstyledCell("Среднее значение");

writer.WriteEndRow();

//write data

foreach (DataRow row in dsWork.Tables[0].Rows)

{

writer.WriteStartRow();

foreach (object o in row.ItemArray)

{

writer.WriteExcelAutoStyledCell(o);

}

writer.WriteEndRow();

}

// Close up the document

writer.WriteEndWorksheet();

writer.WriteStartWorksheet("Дневник");

//Write header row

writer.WriteStartRow();

writer.WriteExcelUnstyledCell("Номер");

writer.WriteExcelUnstyledCell("Дата");

writer.WriteExcelUnstyledCell("Запись");

writer.WriteExcelUnstyledCell("Эмоция");

writer.WriteEndRow();

//write data

foreach (DataRow row in dsJournal.Tables[0].Rows)

{

writer.WriteStartRow();

foreach (object o in row.ItemArray)

{

writer.WriteExcelAutoStyledCell(o);

}

writer.WriteEndRow();

}

// Close up the document

writer.WriteEndWorksheet();

writer.WriteEndDocument();

writer.Close();

MessageBox.Show("Файл сохранен");

}

}

catch (Exception myException)

{

MessageBox.Show("Ошибка экспорта");

}

}

}

}

/// <summary>

/// Класс работы с Excel документами

/// </summary>

public class ExcelWriter : IDisposable

{

private XmlWriter \_writer;

public enum CellStyle { General, Number, Currency, DateTime, ShortDate };

/// <summary>

/// Открытие документа

/// </summary>

public void WriteStartDocument()

{

if (\_writer == null) throw new InvalidOperationException("Cannot write after closing.");

\_writer.WriteProcessingInstruction("mso-application", "progid=\"Excel.Sheet\"");

\_writer.WriteStartElement("ss", "Workbook", "urn:schemas-microsoft-com:office:spreadsheet");

WriteExcelStyles();

}

/// <summary>

/// Закрытие документа

/// </summary>

public void WriteEndDocument()

{

if (\_writer == null) throw new InvalidOperationException("Cannot write after closing.");

\_writer.WriteEndElement();

}

/// <summary>

/// Определение стиля

/// </summary>

private void WriteExcelStyleElement(CellStyle style)

{

\_writer.WriteStartElement("Style", "urn:schemas-microsoft-com:office:spreadsheet");

\_writer.WriteAttributeString("ID", "urn:schemas-microsoft-com:office:spreadsheet", style.ToString());

\_writer.WriteEndElement();

}

/// <summary>

/// Определение стиля

/// </summary>

private void WriteExcelStyleElement(CellStyle style, string NumberFormat)

{

\_writer.WriteStartElement("Style", "urn:schemas-microsoft-com:office:spreadsheet");

\_writer.WriteAttributeString("ID", "urn:schemas-microsoft-com:office:spreadsheet", style.ToString());

\_writer.WriteStartElement("NumberFormat", "urn:schemas-microsoft-com:office:spreadsheet");

\_writer.WriteAttributeString("Format", "urn:schemas-microsoft-com:office:spreadsheet", NumberFormat);

\_writer.WriteEndElement();

\_writer.WriteEndElement();

}

/// <summary>

/// Запись стиля

/// </summary>

private void WriteExcelStyles()

{

\_writer.WriteStartElement("Styles", "urn:schemas-microsoft-com:office:spreadsheet");

WriteExcelStyleElement(CellStyle.General);

WriteExcelStyleElement(CellStyle.Number, "General Number");

WriteExcelStyleElement(CellStyle.DateTime, "General Date");

WriteExcelStyleElement(CellStyle.Currency, "Currency");

WriteExcelStyleElement(CellStyle.ShortDate, "Short Date");

\_writer.WriteEndElement();

}

/// <summary>

/// Начало заполнения листа

/// </summary>

public void WriteStartWorksheet(string name)

{

if (\_writer == null) throw new InvalidOperationException("Cannot write after closing.");

\_writer.WriteStartElement("Worksheet", "urn:schemas-microsoft-com:office:spreadsheet");

\_writer.WriteAttributeString("Name", "urn:schemas-microsoft-com:office:spreadsheet", name);

\_writer.WriteStartElement("Table", "urn:schemas-microsoft-com:office:spreadsheet");

}

/// <summary>

/// Завершение заполнения листа

/// </summary>

public void WriteEndWorksheet()

{

if (\_writer == null) throw new InvalidOperationException("Cannot write after closing.");

\_writer.WriteEndElement();

\_writer.WriteEndElement();

}

/// <summary>

/// Запись документа

/// </summary>

public ExcelWriter(string outputFileName)

{

XmlWriterSettings settings = new XmlWriterSettings();

settings.Indent = true;

\_writer = XmlWriter.Create(outputFileName, settings);

}

/// <summary>

/// Закрыть документ

/// </summary>

public void Close()

{

if (\_writer == null) throw new InvalidOperationException("Already closed.");

\_writer.Close();

\_writer = null;

}

/// <summary>

/// Определение колонок

/// </summary>

public void WriteExcelColumnDefinition(int columnWidth)

{

if (\_writer == null) throw new InvalidOperationException("Cannot write after closing.");

\_writer.WriteStartElement("Column", "urn:schemas-microsoft-com:office:spreadsheet");

\_writer.WriteStartAttribute("Width", "urn:schemas-microsoft-com:office:spreadsheet");

\_writer.WriteValue(columnWidth);

\_writer.WriteEndAttribute();

\_writer.WriteEndElement();

}

/// <summary>

/// Определение стиля нестилизованных ячеек

/// </summary>

public void WriteExcelUnstyledCell(string value)

{

if (\_writer == null) throw new InvalidOperationException("Cannot write after closing.");

\_writer.WriteStartElement("Cell", "urn:schemas-microsoft-com:office:spreadsheet");

\_writer.WriteStartElement("Data", "urn:schemas-microsoft-com:office:spreadsheet");

\_writer.WriteAttributeString("Type", "urn:schemas-microsoft-com:office:spreadsheet", "String");

\_writer.WriteValue(value);

\_writer.WriteEndElement();

\_writer.WriteEndElement();

}

/// <summary>

/// Начало заполнения строки

/// </summary>

public void WriteStartRow()

{

if (\_writer == null) throw new InvalidOperationException("Cannot write after closing.");

\_writer.WriteStartElement("Row", "urn:schemas-microsoft-com:office:spreadsheet");

}

/// <summary>

/// Завершение заполнения строки

/// </summary>

public void WriteEndRow()

{

if (\_writer == null) throw new InvalidOperationException("Cannot write after closing.");

\_writer.WriteEndElement();

}

/// <summary>

/// Запись отформатированной ячейки

/// </summary>

public void WriteExcelStyledCell(object value, CellStyle style)

{

if (\_writer == null) throw new InvalidOperationException("Cannot write after closing.");

\_writer.WriteStartElement("Cell", "urn:schemas-microsoft-com:office:spreadsheet");

\_writer.WriteAttributeString("StyleID", "urn:schemas-microsoft-com:office:spreadsheet", style.ToString());

\_writer.WriteStartElement("Data", "urn:schemas-microsoft-com:office:spreadsheet");

switch (style)

{

case CellStyle.General:

\_writer.WriteAttributeString("Type", "urn:schemas-microsoft-com:office:spreadsheet", "String");

break;

case CellStyle.Number:

case CellStyle.Currency:

\_writer.WriteAttributeString("Type", "urn:schemas-microsoft-com:office:spreadsheet", "Number");

break;

case CellStyle.ShortDate:

case CellStyle.DateTime:

\_writer.WriteAttributeString("Type", "urn:schemas-microsoft-com:office:spreadsheet", "DateTime");

break;

}

\_writer.WriteValue(value);

// tag += String.Format("{1}\"><ss:Data ss:Type=\"DateTime\">{0:yyyy\\-MM\\-dd\\THH\\:mm\\:ss\\.fff}</ss:Data>", value,

\_writer.WriteEndElement();

\_writer.WriteEndElement();

}

/// <summary>

/// Запись автоформатированной ячейки

/// </summary>

public void WriteExcelAutoStyledCell(object value)

{

if (\_writer == null) throw new InvalidOperationException("Cannot write after closing.");

//write the <ss:Cell> and <ss:Data> tags for something

if (value is Int16 || value is Int32 || value is Int64 || value is SByte ||

value is UInt16 || value is UInt32 || value is UInt64 || value is Byte)

{

WriteExcelStyledCell(value, CellStyle.Number);

}

else if (value is Single || value is Double || value is Decimal) //we'll assume it's a currency

{

WriteExcelStyledCell(value, CellStyle.Currency);

}

else if (value is DateTime)

{

//check if there's no time information and use the appropriate style

WriteExcelStyledCell(value, ((DateTime)value).TimeOfDay.CompareTo(new TimeSpan(0, 0, 0, 0, 0)) == 0 ? CellStyle.ShortDate : CellStyle.DateTime);

}

else

{

WriteExcelStyledCell(value, CellStyle.General);

}

}

#region IDisposable Members

public void Dispose()

{

if (\_writer == null)

return;

\_writer.Close();

\_writer = null;

}

#endregion

}

}

* + 1. Debug.cs

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace NeuroWork

{

public partial class Debug : Form

{

private bool closeAllThread = false;

/// <summary>

/// Точка входа в форму

/// </summary>

public Debug()

{

InitializeComponent();

}

/// <summary>

/// Таймер для графиков и полос

/// </summary>

private void timer1\_Tick(object sender, EventArgs e)

{

if (!closeAllThread)

{

var tParam = new Thread(() => plotParam());

tParam.Start();

var tWaves = new Thread(() => plotWaves());

tWaves.Start();

}

}

/// <summary>

/// Отрисовка полос

/// </summary>

private void plotParam()

{

SignalDebug\_Label.Invoke((MethodInvoker)(() => SignalDebug\_Label.Text = "Signal: " + (Application.OpenForms["Headband"] as Headband).PoorSignal + "%"));

AttentionDebug\_Label.Invoke((MethodInvoker)(() => AttentionDebug\_Label.Text = "Attention: " + (Application.OpenForms["Headband"] as Headband).Attention));

AttentionDebug\_Bar.Invoke((MethodInvoker)(() => AttentionDebug\_Bar.Value = (Application.OpenForms["Headband"] as Headband).Attention));

MeditationDebug\_Label.Invoke((MethodInvoker)(() => MeditationDebug\_Label.Text = "Meditation: " + (Application.OpenForms["Headband"] as Headband).Meditation));

MeditationDebug\_Bar.Invoke((MethodInvoker)(() => MeditationDebug\_Bar.Value = (Application.OpenForms["Headband"] as Headband).Meditation));

if (closeAllThread)

{

Thread.CurrentThread.Abort();

}

}

/// <summary>

/// Отрисовка графиков

/// </summary>

private void plotWaves()

{

DeltaDebug\_Label.Invoke((MethodInvoker)(() => DeltaDebug\_Label.Text = "Delta: " + (Application.OpenForms["Headband"] as Headband).Delta));

DeltaDebug\_Chart.Invoke((MethodInvoker)(() => DeltaDebug\_Chart.Series["Delta"].Points.AddY((Application.OpenForms["Headband"] as Headband).Delta)));

if (DeltaDebug\_Chart.Series["Delta"].Points.Count > 20)

{

DeltaDebug\_Chart.Invoke((MethodInvoker)(() => DeltaDebug\_Chart.Series["Delta"].Points.RemoveAt(0)));

}

DeltaDebug\_Chart.Invoke((MethodInvoker)(() => DeltaDebug\_Chart.ChartAreas[0].AxisY.Maximum = 1000000));

ThetaDebug\_Label.Invoke((MethodInvoker)(() => ThetaDebug\_Label.Text = "Theta: " + (Application.OpenForms["Headband"] as Headband).Theta));

ThetaDebug\_Chart.Invoke((MethodInvoker)(() => ThetaDebug\_Chart.Series["Theta"].Points.AddY((Application.OpenForms["Headband"] as Headband).Theta)));

if (ThetaDebug\_Chart.Series["Theta"].Points.Count > 20)

{

ThetaDebug\_Chart.Invoke((MethodInvoker)(() => ThetaDebug\_Chart.Series["Theta"].Points.RemoveAt(0)));

}

ThetaDebug\_Chart.Invoke((MethodInvoker)(() => ThetaDebug\_Chart.ChartAreas[0].AxisY.Maximum = 400000));

LowAlphaDebug\_Label.Invoke((MethodInvoker)(() => LowAlphaDebug\_Label.Text = "Low Alpha: " + (Application.OpenForms["Headband"] as Headband).LowAlpha));

AlphaDebug\_Chart.Invoke((MethodInvoker)(() => AlphaDebug\_Chart.Series["Low Alpha"].Points.AddY((Application.OpenForms["Headband"] as Headband).LowAlpha)));

if (AlphaDebug\_Chart.Series["Low Alpha"].Points.Count > 20)

{

AlphaDebug\_Chart.Invoke((MethodInvoker)(() => AlphaDebug\_Chart.Series["Low Alpha"].Points.RemoveAt(0)));

}

AlphaDebug\_Chart.Invoke((MethodInvoker)(() => AlphaDebug\_Chart.ChartAreas[0].AxisY.Maximum = 100000));

HighAlphaDebug\_Label.Invoke((MethodInvoker)(() => HighAlphaDebug\_Label.Text = "High Alpha: " + (Application.OpenForms["Headband"] as Headband).HighAlpha));

AlphaDebug\_Chart.Invoke((MethodInvoker)(() => AlphaDebug\_Chart.Series["High Alpha"].Points.AddY((Application.OpenForms["Headband"] as Headband).HighAlpha)));

if (AlphaDebug\_Chart.Series["High Alpha"].Points.Count > 20)

{

AlphaDebug\_Chart.Invoke((MethodInvoker)(() => AlphaDebug\_Chart.Series["High Alpha"].Points.RemoveAt(0)));

}

LowBetaDebug\_Label.Invoke((MethodInvoker)(() => LowBetaDebug\_Label.Text = "Low Beta: " + (Application.OpenForms["Headband"] as Headband).LowBeta));

BetaDebug\_Chart.Invoke((MethodInvoker)(() => BetaDebug\_Chart.Series["Low Beta"].Points.AddY((Application.OpenForms["Headband"] as Headband).LowBeta)));

if (BetaDebug\_Chart.Series["Low Beta"].Points.Count > 20)

{

BetaDebug\_Chart.Invoke((MethodInvoker)(() => BetaDebug\_Chart.Series["Low Beta"].Points.RemoveAt(0)));

}

BetaDebug\_Chart.Invoke((MethodInvoker)(() => BetaDebug\_Chart.ChartAreas[0].AxisY.Maximum = 50000));

BetaDebug\_Chart.Invoke((MethodInvoker)(() => BetaDebug\_Chart.ChartAreas[0].AxisY.Minimum = 5));

HighBetaDebug\_Label.Invoke((MethodInvoker)(() => HighBetaDebug\_Label.Text = "High Beta: " + (Application.OpenForms["Headband"] as Headband).HighBeta));

BetaDebug\_Chart.Invoke((MethodInvoker)(() => BetaDebug\_Chart.Series["High Beta"].Points.AddY((Application.OpenForms["Headband"] as Headband).HighBeta)));

if (BetaDebug\_Chart.Series["High Beta"].Points.Count > 20)

{

BetaDebug\_Chart.Invoke((MethodInvoker)(() => BetaDebug\_Chart.Series["High Beta"].Points.RemoveAt(0)));

}

LowGammaDebug\_Label.Invoke((MethodInvoker)(() => LowGammaDebug\_Label.Text = "Low Gamma: " + (Application.OpenForms["Headband"] as Headband).LowGamma));

GammaDebug\_Chart.Invoke((MethodInvoker)(() => GammaDebug\_Chart.Series["Low Gamma"].Points.AddY((Application.OpenForms["Headband"] as Headband).LowGamma)));

if (GammaDebug\_Chart.Series["Low Gamma"].Points.Count > 20)

{

GammaDebug\_Chart.Invoke((MethodInvoker)(() => GammaDebug\_Chart.Series["Low Gamma"].Points.RemoveAt(0)));

}

GammaDebug\_Chart.Invoke((MethodInvoker)(() => GammaDebug\_Chart.ChartAreas[0].AxisY.Maximum = 20000));

HighGammaDebug\_Label.Invoke((MethodInvoker)(() => HighGammaDebug\_Label.Text = "High Gamma: " + (Application.OpenForms["Headband"] as Headband).HighGamma));

GammaDebug\_Chart.Invoke((MethodInvoker)(() => GammaDebug\_Chart.Series["High Gamma"].Points.AddY((Application.OpenForms["Headband"] as Headband).HighGamma)));

if (GammaDebug\_Chart.Series["High Gamma"].Points.Count > 20)

{

GammaDebug\_Chart.Invoke((MethodInvoker)(() => GammaDebug\_Chart.Series["High Gamma"].Points.RemoveAt(0)));

}

RawDebug\_Label.Invoke((MethodInvoker)(() => RawDebug\_Label.Text = "Raw: " + (Application.OpenForms["Headband"] as Headband).Raw));

RawDebug\_Chart.Invoke((MethodInvoker)(() => RawDebug\_Chart.ChartAreas[0].AxisY.Minimum = -400));

RawDebug\_Chart.Invoke((MethodInvoker)(() => RawDebug\_Chart.ChartAreas[0].AxisY.Maximum = 400));

RawDebug\_Chart.Invoke((MethodInvoker)(() => RawDebug\_Chart.Series["EEG"].Points.AddY((Application.OpenForms["Headband"] as Headband).Raw)));

if (RawDebug\_Chart.Series["EEG"].Points.Count > 200)

{

RawDebug\_Chart.Invoke((MethodInvoker)(() => RawDebug\_Chart.Series["EEG"].Points.RemoveAt(0)));

}

if (closeAllThread)

{

Thread.CurrentThread.Abort();

}

}

}

}

* + 1. MainMenu.cs

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace NeuroWork

{

public partial class MainMenu : Form

{

/// <summary>

/// Точка входа в форму

/// </summary>

public MainMenu()

{

InitializeComponent();

}

/// <summary>

/// Обработчик нажатия на кнопку Debug

/// </summary>

private void Debug\_Btn\_Click(object sender, EventArgs e)

{

Debug DebugForm = new Debug();

DebugForm.Show();

}

/// <summary>

/// Обработчик нажатия на кнопку Работа

/// </summary>

private void WorkMenu\_Btn\_Click(object sender, EventArgs e)

{

WorkTimer WorkTimerForm = new WorkTimer();

WorkTimerForm.Show();

this.Hide();

}

/// <summary>

/// Обработчик нажатия на кнопку Отдых

/// </summary>

private void RelaxMenu\_Btn\_Click(object sender, EventArgs e)

{

RelaxTimer RelaxTimerForm = new RelaxTimer();

RelaxTimerForm.Show();

this.Hide();

}

/// <summary>

/// Обработчик нажатия на кнопку Новая запись в дневнике

/// </summary>

private void PostMenu\_Btn\_Click(object sender, EventArgs e)

{

AddPost AddPostForm = new AddPost();

AddPostForm.Show();

}

/// <summary>

/// Обработчик нажатия на кнопку закрытия формы

/// </summary>

private void MainMenu\_FormClosing(object sender, FormClosingEventArgs e)

{

Application.Exit();

}

/// <summary>

/// Обработчик нажатия на кнопку Статистика и дневник

/// </summary>

private void Stats\_Btn\_Click(object sender, EventArgs e)

{

StatisticForm StatisticFormForm = new StatisticForm();

StatisticFormForm.Show();

}

}

}

* + 1. WorkTimer.cs

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Data.SQLite;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace NeuroWork

{

public partial class WorkTimer : Form

{

List<int> AveragePoints = new List<int>();

private DateTime RealDate = new DateTime(0, 0);

private DateTime WorkingDate = new DateTime(0, 0);

private DateTime DifferenceDate = new DateTime(0, 0);

private DateTime EveryMinuteDate = new DateTime(0, 0);

/// <summary>

/// Точка вхлда в форму

/// </summary>

public WorkTimer()

{

InitializeComponent();

RealWorking\_Timer.Enabled = true;

}

/// <summary>

/// Событие таймера

/// </summary>

private void RealWorking\_Timer\_Tick(object sender, EventArgs e)

{

RealDate = RealDate.AddSeconds(1);

if ((RealDate - EveryMinuteDate).Seconds >= 60)

{

AveragePoints.Add((Application.OpenForms["Headband"] as Headband).Attention);

EveryMinuteDate = RealDate;

}

if ((Application.OpenForms["Headband"] as Headband).Attention > 60)

{

WorkingDate = WorkingDate.AddSeconds(1);

DifferenceDate = RealDate;

}

else if ((RealDate - DifferenceDate).Seconds >= 120)

{

//MessageBox.Show("Вы не сконцентрированы больше 2-х минут");

}

TimeWorking\_Label.Text = "Реальное время: " + RealDate.ToString("mm:ss");

RealTimeWorking\_Label.Text = "Время работы: " + WorkingDate.ToString("mm:ss");

AttentionWorking\_Label.Text = "Концентрация: " + (Application.OpenForms["Headband"] as Headband).Attention + "%";

}

/// <summary>

/// Обработчик нажатия на кнопку остановки таймера

/// </summary>

private void StopWorking\_Btn\_Click(object sender, EventArgs e)

{

SQLiteConnection connection = new SQLiteConnection();

int AverageValue = 0;

foreach(int value in AveragePoints) AverageValue += value;

try { AverageValue = AverageValue / AveragePoints.Count; } catch { }

try

{

connection = new SQLiteConnection("Data Source=DB.db3");

connection.Open();

SQLiteCommand cmd = new SQLiteCommand(String.Format("INSERT INTO AveragePoints (Date, Time, TypeOfActivity, Value) VALUES ('{0}', '{1}', '{2}', '{3}')", DateTime.Now.ToString(), AveragePoints.Count, "Работа", AverageValue), connection);

cmd.ExecuteNonQuery();

}

catch (Exception ex) { MessageBox.Show(ex.Message); }

finally{ connection.Close(); }

RelaxTimer RelaxTimerForm = new RelaxTimer();

RelaxTimerForm.Show();

this.Close();

}

}

}

* + 1. RelaxTimer.cs

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Data.SQLite;

using System.Drawing;

using System.IO;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace NeuroWork

{

public partial class RelaxTimer : Form

{

List<int> AveragePoints = new List<int>();

private DateTime RealDate = new DateTime(0, 0);

private DateTime RelaxingDate = new DateTime(0, 0);

private DateTime DifferenceDate = new DateTime(0, 0);

private DateTime EveryMinuteDate = new DateTime(0, 0);

private bool IsSound = false;

System.Media.SoundPlayer player = new System.Media.SoundPlayer();

/// <summary>

/// Точка входа в форму

/// </summary>

public RelaxTimer()

{

InitializeComponent();

RealRelaxing\_Timer.Enabled = true;

player.SoundLocation = System.AppDomain.CurrentDomain.BaseDirectory + "RelaxSound.wav";

player.PlayLooping();

}

/// <summary>

/// Событие таймера

/// </summary>

private void RealRelaxing\_Timer\_Tick(object sender, EventArgs e)

{

RealDate = RealDate.AddSeconds(1);

if ((RealDate - EveryMinuteDate).Seconds >= 60)

{

AveragePoints.Add((Application.OpenForms["Headband"] as Headband).Meditation);

EveryMinuteDate = RealDate;

}

if ((Application.OpenForms["Headband"] as Headband).Meditation > 60)

{

RelaxingDate = RelaxingDate.AddSeconds(1);

DifferenceDate = RealDate;

if(IsSound) player.Play();

}

else

{

player.Stop();

if ((RealDate - DifferenceDate).Seconds >= 120)

{

//MessageBox.Show("Вы не сконцентрированы больше 2-х минут");

}

}

TimeRelaxing\_Label.Text = "Реальное время: " + RealDate.ToString("mm:ss");

RealTimeRelaxing\_Label.Text = "Время отдыха: " + RelaxingDate.ToString("mm:ss");

MeditationRelaxing\_Label.Text = "Медитация: " + (Application.OpenForms["Headband"] as Headband).Meditation + "%";

}

/// <summary>

/// Обработчик нажатия на кнопку Звук вкл/выкл

/// </summary>

private void OnOffSound\_Btn\_Click(object sender, EventArgs e)

{

if (IsSound) {

OnOffSound\_Btn.Text = "Звук выкл.";

IsSound = false;

player.Stop();

}

else {

IsSound = true;

OnOffSound\_Btn.Text = "Звук вкл.";

}

}

/// <summary>

/// Обработчик нажатия на кнопку становки таймера

/// </summary>

private void StopRelaxing\_Btn\_Click(object sender, EventArgs e)

{

SQLiteConnection connection = new SQLiteConnection();

int AverageValue = 0;

foreach (int value in AveragePoints) AverageValue += value;

try { AverageValue = AverageValue / AveragePoints.Count; } catch { }

try

{

connection = new SQLiteConnection("Data Source=DB.db3");

connection.Open();

SQLiteCommand cmd = new SQLiteCommand(String.Format("INSERT INTO AveragePoints (Date, Time, TypeOfActivity, Value) VALUES ('{0}', '{1}', '{2}', '{3}')", DateTime.Now.ToString(), AveragePoints.Count, "Отдых", AverageValue), connection);

cmd.ExecuteNonQuery();

}

catch (Exception ex) { MessageBox.Show(ex.Message); }

finally { connection.Close(); }

JournalAskDialog popup = new JournalAskDialog();

DialogResult dialogresult = popup.ShowDialog();

if (dialogresult == DialogResult.OK)

{

AddPost AddPostForm = new AddPost();

AddPostForm.Show();

this.Close();

}

else if (dialogresult == DialogResult.Cancel)

{

MainMenu MainMenuForm = new MainMenu();

MainMenuForm.Show();

this.Close();

}

popup.Dispose();

}

}

}

* + 1. AddPost.cs

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Data.SQLite;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace NeuroWork

{

public partial class AddPost : Form

{

private SQLiteConnection connection = new SQLiteConnection();

private string Emotion = "Не выбрано";

/// <summary>

/// Точка входа в форму

/// </summary>

public AddPost()

{

InitializeComponent();

}

/// <summary>

/// Сохранить пост

/// </summary>

private void SavePost\_Btn\_Click(object sender, EventArgs e)

{

if (richTextBox1.Text.Length > 0)

{

try

{

connection = new SQLiteConnection("Data Source=DB.db3");

connection.Open();

SQLiteCommand cmd = new SQLiteCommand(String.Format("INSERT INTO Journal (Date, Post, Emotion) VALUES ('{0}','{1}', '{2}')", DateTime.Now.ToString(), richTextBox1.Text, Emotion), connection);

cmd.ExecuteNonQuery();

this.Close();

}

catch (Exception ex)

{

MessageBox.Show("Error: " + ex.Message);

}

finally

{

connection.Close();

MessageBox.Show("Заметка добавлена");

MainMenu MainMenuForm = new MainMenu();

MainMenuForm.Show();

}

}

else MessageBox.Show("Не заполнен текст заметки");

}

/// <summary>

/// обработчик выбора эмоции

/// </summary>

private void radioButton\_CheckedChanged(object sender, EventArgs e)

{

RadioButton radioButton = (RadioButton)sender;

if (radioButton.Checked)

{

switch(radioButton.TabIndex)

{

case 0:

Emotion = "Нейтрально";

break;

case 1:

Emotion = "Радость";

break;

case 2:

Emotion = "Страх";

break;

case 3:

Emotion = "Гнев";

break;

case 4:

Emotion = "Отвращение";

break;

case 5:

Emotion = "Презрение";

break;

case 6:

Emotion = "Интерес";

break;

case 7:

Emotion = "Удивление";

break;

case 8:

Emotion = "Обида";

break;

case 9:

Emotion = "Смущение";

break;

}

}

}

}

}

* + 1. JournalAskDialog.cs

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace NeuroWork

{

public partial class JournalAskDialog : Form

{

/// <summary>

/// Точка входа в форму

/// </summary>

public JournalAskDialog()

{

InitializeComponent();

}

}

}

* + 1. Headband.Designer.cs

namespace NeuroWork

{

partial class Headband

{

/// <summary>

/// Обязательная переменная конструктора.

/// </summary>

private System.ComponentModel.IContainer components = null;

/// <summary>

/// Освободить все используемые ресурсы.

/// </summary>

/// <param name="disposing">истинно, если управляемый ресурс должен быть удален; иначе ложно.</param>

protected override void Dispose(bool disposing)

{

if (disposing && (components != null))

{

components.Dispose();

}

base.Dispose(disposing);

}

#region Код, автоматически созданный конструктором форм Windows

/// <summary>

/// Требуемый метод для поддержки конструктора — не изменяйте

/// содержимое этого метода с помощью редактора кода.

/// </summary>

private void InitializeComponent()

{

this.State\_Label = new System.Windows.Forms.Label();

this.ButtonConnect\_Btn = new System.Windows.Forms.Button();

this.PoorSignal\_Label = new System.Windows.Forms.Label();

this.SuspendLayout();

//

// State\_Label

//

this.State\_Label.AutoSize = true;

this.State\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 10.2F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(204)));

this.State\_Label.Location = new System.Drawing.Point(335, 72);

this.State\_Label.Name = "State\_Label";

this.State\_Label.Size = new System.Drawing.Size(96, 20);

this.State\_Label.TabIndex = 0;

this.State\_Label.Text = "Ожидание";

//

// ButtonConnect\_Btn

//

this.ButtonConnect\_Btn.Location = new System.Drawing.Point(324, 348);

this.ButtonConnect\_Btn.Name = "ButtonConnect\_Btn";

this.ButtonConnect\_Btn.Size = new System.Drawing.Size(123, 29);

this.ButtonConnect\_Btn.TabIndex = 1;

this.ButtonConnect\_Btn.Text = "Подключиться";

this.ButtonConnect\_Btn.UseVisualStyleBackColor = true;

this.ButtonConnect\_Btn.Click += new System.EventHandler(this.ButtonConnect\_Btn\_Click);

//

// PoorSignal\_Label

//

this.PoorSignal\_Label.AutoSize = true;

this.PoorSignal\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 10.2F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(204)));

this.PoorSignal\_Label.Location = new System.Drawing.Point(243, 169);

this.PoorSignal\_Label.Name = "PoorSignal\_Label";

this.PoorSignal\_Label.Size = new System.Drawing.Size(128, 20);

this.PoorSignal\_Label.TabIndex = 2;

this.PoorSignal\_Label.Text = "Сила сигнала:";

//

// Headband

//

this.AutoScaleDimensions = new System.Drawing.SizeF(8F, 16F);

this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;

this.ClientSize = new System.Drawing.Size(800, 450);

this.Controls.Add(this.PoorSignal\_Label);

this.Controls.Add(this.ButtonConnect\_Btn);

this.Controls.Add(this.State\_Label);

this.Name = "Headband";

this.Text = "Подключение к устройству";

this.ResumeLayout(false);

this.PerformLayout();

}

#endregion

private System.Windows.Forms.Label State\_Label;

private System.Windows.Forms.Button ButtonConnect\_Btn;

private System.Windows.Forms.Label PoorSignal\_Label;

}

}

* + 1. StatisticForm.Designer.cs

namespace NeuroWork

{

partial class StatisticForm

{

/// <summary>

/// Required designer variable.

/// </summary>

private System.ComponentModel.IContainer components = null;

/// <summary>

/// Clean up any resources being used.

/// </summary>

/// <param name="disposing">true if managed resources should be disposed; otherwise, false.</param>

protected override void Dispose(bool disposing)

{

if (disposing && (components != null))

{

components.Dispose();

}

base.Dispose(disposing);

}

#region Windows Form Designer generated code

/// <summary>

/// Required method for Designer support - do not modify

/// the contents of this method with the code editor.

/// </summary>

private void InitializeComponent()

{

this.tabControl1 = new System.Windows.Forms.TabControl();

this.tabPage1 = new System.Windows.Forms.TabPage();

this.WorkStatistic\_DataGridView = new System.Windows.Forms.DataGridView();

this.tabPage2 = new System.Windows.Forms.TabPage();

this.JournalStatistic\_DataGridView = new System.Windows.Forms.DataGridView();

this.ExportStatistic\_Btn = new System.Windows.Forms.Button();

this.tabControl1.SuspendLayout();

this.tabPage1.SuspendLayout();

((System.ComponentModel.ISupportInitialize)(this.WorkStatistic\_DataGridView)).BeginInit();

this.tabPage2.SuspendLayout();

((System.ComponentModel.ISupportInitialize)(this.JournalStatistic\_DataGridView)).BeginInit();

this.SuspendLayout();

//

// tabControl1

//

this.tabControl1.Controls.Add(this.tabPage1);

this.tabControl1.Controls.Add(this.tabPage2);

this.tabControl1.Location = new System.Drawing.Point(2, 2);

this.tabControl1.Name = "tabControl1";

this.tabControl1.SelectedIndex = 0;

this.tabControl1.Size = new System.Drawing.Size(797, 404);

this.tabControl1.TabIndex = 0;

//

// tabPage1

//

this.tabPage1.Controls.Add(this.WorkStatistic\_DataGridView);

this.tabPage1.Location = new System.Drawing.Point(4, 25);

this.tabPage1.Name = "tabPage1";

this.tabPage1.Padding = new System.Windows.Forms.Padding(3);

this.tabPage1.Size = new System.Drawing.Size(789, 375);

this.tabPage1.TabIndex = 0;

this.tabPage1.Text = "Занятия";

this.tabPage1.UseVisualStyleBackColor = true;

//

// WorkStatistic\_DataGridView

//

this.WorkStatistic\_DataGridView.AllowUserToAddRows = false;

this.WorkStatistic\_DataGridView.AllowUserToDeleteRows = false;

this.WorkStatistic\_DataGridView.ColumnHeadersHeightSizeMode = System.Windows.Forms.DataGridViewColumnHeadersHeightSizeMode.AutoSize;

this.WorkStatistic\_DataGridView.Location = new System.Drawing.Point(3, 3);

this.WorkStatistic\_DataGridView.MultiSelect = false;

this.WorkStatistic\_DataGridView.Name = "WorkStatistic\_DataGridView";

this.WorkStatistic\_DataGridView.ReadOnly = true;

this.WorkStatistic\_DataGridView.RowHeadersWidth = 51;

this.WorkStatistic\_DataGridView.RowTemplate.Height = 24;

this.WorkStatistic\_DataGridView.SelectionMode = System.Windows.Forms.DataGridViewSelectionMode.FullRowSelect;

this.WorkStatistic\_DataGridView.Size = new System.Drawing.Size(786, 372);

this.WorkStatistic\_DataGridView.TabIndex = 0;

this.WorkStatistic\_DataGridView.KeyUp += new System.Windows.Forms.KeyEventHandler(this.WorkStatistic\_DataGridView\_KeyUp);

//

// tabPage2

//

this.tabPage2.Controls.Add(this.JournalStatistic\_DataGridView);

this.tabPage2.Location = new System.Drawing.Point(4, 25);

this.tabPage2.Name = "tabPage2";

this.tabPage2.Padding = new System.Windows.Forms.Padding(3);

this.tabPage2.Size = new System.Drawing.Size(789, 375);

this.tabPage2.TabIndex = 1;

this.tabPage2.Text = "Дневник";

this.tabPage2.UseVisualStyleBackColor = true;

//

// JournalStatistic\_DataGridView

//

this.JournalStatistic\_DataGridView.AllowUserToAddRows = false;

this.JournalStatistic\_DataGridView.AllowUserToDeleteRows = false;

this.JournalStatistic\_DataGridView.CausesValidation = false;

this.JournalStatistic\_DataGridView.ColumnHeadersHeightSizeMode = System.Windows.Forms.DataGridViewColumnHeadersHeightSizeMode.AutoSize;

this.JournalStatistic\_DataGridView.Location = new System.Drawing.Point(0, 3);

this.JournalStatistic\_DataGridView.MultiSelect = false;

this.JournalStatistic\_DataGridView.Name = "JournalStatistic\_DataGridView";

this.JournalStatistic\_DataGridView.ReadOnly = true;

this.JournalStatistic\_DataGridView.RowHeadersWidth = 51;

this.JournalStatistic\_DataGridView.RowTemplate.Height = 24;

this.JournalStatistic\_DataGridView.SelectionMode = System.Windows.Forms.DataGridViewSelectionMode.FullRowSelect;

this.JournalStatistic\_DataGridView.Size = new System.Drawing.Size(789, 372);

this.JournalStatistic\_DataGridView.TabIndex = 0;

this.JournalStatistic\_DataGridView.KeyUp += new System.Windows.Forms.KeyEventHandler(this.JournalStatistic\_DataGridView\_KeyUp);

//

// ExportStatistic\_Btn

//

this.ExportStatistic\_Btn.Location = new System.Drawing.Point(713, 412);

this.ExportStatistic\_Btn.Name = "ExportStatistic\_Btn";

this.ExportStatistic\_Btn.Size = new System.Drawing.Size(75, 26);

this.ExportStatistic\_Btn.TabIndex = 1;

this.ExportStatistic\_Btn.Text = "Экспорт";

this.ExportStatistic\_Btn.UseVisualStyleBackColor = true;

this.ExportStatistic\_Btn.Click += new System.EventHandler(this.ExportStatistic\_Btn\_Click);

//

// StatisticForm

//

this.AutoScaleDimensions = new System.Drawing.SizeF(8F, 16F);

this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;

this.ClientSize = new System.Drawing.Size(800, 450);

this.Controls.Add(this.ExportStatistic\_Btn);

this.Controls.Add(this.tabControl1);

this.Name = "StatisticForm";

this.Text = "Статистика";

this.tabControl1.ResumeLayout(false);

this.tabPage1.ResumeLayout(false);

((System.ComponentModel.ISupportInitialize)(this.WorkStatistic\_DataGridView)).EndInit();

this.tabPage2.ResumeLayout(false);

((System.ComponentModel.ISupportInitialize)(this.JournalStatistic\_DataGridView)).EndInit();

this.ResumeLayout(false);

}

#endregion

private System.Windows.Forms.TabControl tabControl1;

private System.Windows.Forms.TabPage tabPage1;

private System.Windows.Forms.TabPage tabPage2;

private System.Windows.Forms.DataGridView WorkStatistic\_DataGridView;

private System.Windows.Forms.DataGridView JournalStatistic\_DataGridView;

private System.Windows.Forms.Button ExportStatistic\_Btn;

}

}

* + 1. Debug.Designer.cs

namespace NeuroWork

{

partial class Debug

{

/// <summary>

/// Required designer variable.

/// </summary>

private System.ComponentModel.IContainer components = null;

/// <summary>

/// Clean up any resources being used.

/// </summary>

/// <param name="disposing">true if managed resources should be disposed; otherwise, false.</param>

protected override void Dispose(bool disposing)

{

if (disposing && (components != null))

{

components.Dispose();

}

base.Dispose(disposing);

}

#region Windows Form Designer generated code

/// <summary>

/// Required method for Designer support - do not modify

/// the contents of this method with the code editor.

/// </summary>

private void InitializeComponent()

{

this.components = new System.ComponentModel.Container();

System.Windows.Forms.DataVisualization.Charting.ChartArea chartArea7 = new System.Windows.Forms.DataVisualization.Charting.ChartArea();

System.Windows.Forms.DataVisualization.Charting.Legend legend7 = new System.Windows.Forms.DataVisualization.Charting.Legend();

System.Windows.Forms.DataVisualization.Charting.Series series10 = new System.Windows.Forms.DataVisualization.Charting.Series();

System.Windows.Forms.DataVisualization.Charting.ChartArea chartArea8 = new System.Windows.Forms.DataVisualization.Charting.ChartArea();

System.Windows.Forms.DataVisualization.Charting.Legend legend8 = new System.Windows.Forms.DataVisualization.Charting.Legend();

System.Windows.Forms.DataVisualization.Charting.Series series11 = new System.Windows.Forms.DataVisualization.Charting.Series();

System.Windows.Forms.DataVisualization.Charting.Series series12 = new System.Windows.Forms.DataVisualization.Charting.Series();

System.Windows.Forms.DataVisualization.Charting.ChartArea chartArea9 = new System.Windows.Forms.DataVisualization.Charting.ChartArea();

System.Windows.Forms.DataVisualization.Charting.Legend legend9 = new System.Windows.Forms.DataVisualization.Charting.Legend();

System.Windows.Forms.DataVisualization.Charting.Series series13 = new System.Windows.Forms.DataVisualization.Charting.Series();

System.Windows.Forms.DataVisualization.Charting.Series series14 = new System.Windows.Forms.DataVisualization.Charting.Series();

System.Windows.Forms.DataVisualization.Charting.ChartArea chartArea10 = new System.Windows.Forms.DataVisualization.Charting.ChartArea();

System.Windows.Forms.DataVisualization.Charting.Legend legend10 = new System.Windows.Forms.DataVisualization.Charting.Legend();

System.Windows.Forms.DataVisualization.Charting.Series series15 = new System.Windows.Forms.DataVisualization.Charting.Series();

System.Windows.Forms.DataVisualization.Charting.Series series16 = new System.Windows.Forms.DataVisualization.Charting.Series();

System.Windows.Forms.DataVisualization.Charting.ChartArea chartArea11 = new System.Windows.Forms.DataVisualization.Charting.ChartArea();

System.Windows.Forms.DataVisualization.Charting.Legend legend11 = new System.Windows.Forms.DataVisualization.Charting.Legend();

System.Windows.Forms.DataVisualization.Charting.Series series17 = new System.Windows.Forms.DataVisualization.Charting.Series();

System.Windows.Forms.DataVisualization.Charting.ChartArea chartArea12 = new System.Windows.Forms.DataVisualization.Charting.ChartArea();

System.Windows.Forms.DataVisualization.Charting.Legend legend12 = new System.Windows.Forms.DataVisualization.Charting.Legend();

System.Windows.Forms.DataVisualization.Charting.Series series18 = new System.Windows.Forms.DataVisualization.Charting.Series();

this.groupBox3 = new System.Windows.Forms.GroupBox();

this.AttentionDebug\_Label = new System.Windows.Forms.Label();

this.AttentionDebug\_Bar = new System.Windows.Forms.ProgressBar();

this.RawDebug\_Label = new System.Windows.Forms.Label();

this.MeditationDebug\_Label = new System.Windows.Forms.Label();

this.MeditationDebug\_Bar = new System.Windows.Forms.ProgressBar();

this.groupBox1 = new System.Windows.Forms.GroupBox();

this.DeltaDebug\_Label = new System.Windows.Forms.Label();

this.ThetaDebug\_Label = new System.Windows.Forms.Label();

this.LowAlphaDebug\_Label = new System.Windows.Forms.Label();

this.LowBetaDebug\_Label = new System.Windows.Forms.Label();

this.LowGammaDebug\_Label = new System.Windows.Forms.Label();

this.HighAlphaDebug\_Label = new System.Windows.Forms.Label();

this.HighBetaDebug\_Label = new System.Windows.Forms.Label();

this.HighGammaDebug\_Label = new System.Windows.Forms.Label();

this.RawDebug\_Chart = new System.Windows.Forms.DataVisualization.Charting.Chart();

this.GammaDebug\_Chart = new System.Windows.Forms.DataVisualization.Charting.Chart();

this.BetaDebug\_Chart = new System.Windows.Forms.DataVisualization.Charting.Chart();

this.AlphaDebug\_Chart = new System.Windows.Forms.DataVisualization.Charting.Chart();

this.ThetaDebug\_Chart = new System.Windows.Forms.DataVisualization.Charting.Chart();

this.DeltaDebug\_Chart = new System.Windows.Forms.DataVisualization.Charting.Chart();

this.timer1 = new System.Windows.Forms.Timer(this.components);

this.SignalDebug\_Label = new System.Windows.Forms.Label();

this.groupBox3.SuspendLayout();

this.groupBox1.SuspendLayout();

((System.ComponentModel.ISupportInitialize)(this.RawDebug\_Chart)).BeginInit();

((System.ComponentModel.ISupportInitialize)(this.GammaDebug\_Chart)).BeginInit();

((System.ComponentModel.ISupportInitialize)(this.BetaDebug\_Chart)).BeginInit();

((System.ComponentModel.ISupportInitialize)(this.AlphaDebug\_Chart)).BeginInit();

((System.ComponentModel.ISupportInitialize)(this.ThetaDebug\_Chart)).BeginInit();

((System.ComponentModel.ISupportInitialize)(this.DeltaDebug\_Chart)).BeginInit();

this.SuspendLayout();

//

// groupBox3

//

this.groupBox3.Controls.Add(this.SignalDebug\_Label);

this.groupBox3.Controls.Add(this.AttentionDebug\_Label);

this.groupBox3.Controls.Add(this.AttentionDebug\_Bar);

this.groupBox3.Controls.Add(this.RawDebug\_Label);

this.groupBox3.Controls.Add(this.MeditationDebug\_Label);

this.groupBox3.Controls.Add(this.MeditationDebug\_Bar);

this.groupBox3.ForeColor = System.Drawing.Color.White;

this.groupBox3.Location = new System.Drawing.Point(12, 12);

this.groupBox3.Name = "groupBox3";

this.groupBox3.Size = new System.Drawing.Size(335, 152);

this.groupBox3.TabIndex = 33;

this.groupBox3.TabStop = false;

this.groupBox3.Text = "Base Parameters";

//

// AttentionDebug\_Label

//

this.AttentionDebug\_Label.AutoSize = true;

this.AttentionDebug\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 9.75F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.AttentionDebug\_Label.ForeColor = System.Drawing.Color.White;

this.AttentionDebug\_Label.Location = new System.Drawing.Point(19, 71);

this.AttentionDebug\_Label.Name = "AttentionDebug\_Label";

this.AttentionDebug\_Label.Size = new System.Drawing.Size(94, 20);

this.AttentionDebug\_Label.TabIndex = 1;

this.AttentionDebug\_Label.Text = "Attention: 0";

//

// AttentionDebug\_Bar

//

this.AttentionDebug\_Bar.BackColor = System.Drawing.Color.Red;

this.AttentionDebug\_Bar.ForeColor = System.Drawing.Color.Red;

this.AttentionDebug\_Bar.Location = new System.Drawing.Point(145, 68);

this.AttentionDebug\_Bar.Name = "AttentionDebug\_Bar";

this.AttentionDebug\_Bar.Size = new System.Drawing.Size(178, 23);

this.AttentionDebug\_Bar.Step = 1;

this.AttentionDebug\_Bar.Style = System.Windows.Forms.ProgressBarStyle.Continuous;

this.AttentionDebug\_Bar.TabIndex = 21;

//

// RawDebug\_Label

//

this.RawDebug\_Label.AutoSize = true;

this.RawDebug\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 9.75F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.RawDebug\_Label.ForeColor = System.Drawing.Color.White;

this.RawDebug\_Label.Location = new System.Drawing.Point(177, 28);

this.RawDebug\_Label.Name = "RawDebug\_Label";

this.RawDebug\_Label.Size = new System.Drawing.Size(61, 20);

this.RawDebug\_Label.TabIndex = 23;

this.RawDebug\_Label.Text = "Raw: 0";

//

// MeditationDebug\_Label

//

this.MeditationDebug\_Label.AutoSize = true;

this.MeditationDebug\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 9.75F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.MeditationDebug\_Label.ForeColor = System.Drawing.Color.White;

this.MeditationDebug\_Label.Location = new System.Drawing.Point(19, 107);

this.MeditationDebug\_Label.Name = "MeditationDebug\_Label";

this.MeditationDebug\_Label.Size = new System.Drawing.Size(105, 20);

this.MeditationDebug\_Label.TabIndex = 2;

this.MeditationDebug\_Label.Text = "Meditation: 0";

//

// MeditationDebug\_Bar

//

this.MeditationDebug\_Bar.BackColor = System.Drawing.Color.Red;

this.MeditationDebug\_Bar.Location = new System.Drawing.Point(145, 104);

this.MeditationDebug\_Bar.Name = "MeditationDebug\_Bar";

this.MeditationDebug\_Bar.Size = new System.Drawing.Size(178, 23);

this.MeditationDebug\_Bar.Step = 1;

this.MeditationDebug\_Bar.Style = System.Windows.Forms.ProgressBarStyle.Continuous;

this.MeditationDebug\_Bar.TabIndex = 22;

//

// groupBox1

//

this.groupBox1.Controls.Add(this.DeltaDebug\_Label);

this.groupBox1.Controls.Add(this.ThetaDebug\_Label);

this.groupBox1.Controls.Add(this.LowAlphaDebug\_Label);

this.groupBox1.Controls.Add(this.LowBetaDebug\_Label);

this.groupBox1.Controls.Add(this.LowGammaDebug\_Label);

this.groupBox1.Controls.Add(this.HighAlphaDebug\_Label);

this.groupBox1.Controls.Add(this.HighBetaDebug\_Label);

this.groupBox1.Controls.Add(this.HighGammaDebug\_Label);

this.groupBox1.ForeColor = System.Drawing.Color.White;

this.groupBox1.Location = new System.Drawing.Point(12, 190);

this.groupBox1.Name = "groupBox1";

this.groupBox1.Size = new System.Drawing.Size(335, 197);

this.groupBox1.TabIndex = 34;

this.groupBox1.TabStop = false;

this.groupBox1.Text = "Waves";

//

// DeltaDebug\_Label

//

this.DeltaDebug\_Label.AutoSize = true;

this.DeltaDebug\_Label.BackColor = System.Drawing.SystemColors.ControlDarkDark;

this.DeltaDebug\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 9.75F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.DeltaDebug\_Label.ForeColor = System.Drawing.Color.Red;

this.DeltaDebug\_Label.Location = new System.Drawing.Point(11, 26);

this.DeltaDebug\_Label.Name = "DeltaDebug\_Label";

this.DeltaDebug\_Label.Size = new System.Drawing.Size(73, 20);

this.DeltaDebug\_Label.TabIndex = 3;

this.DeltaDebug\_Label.Text = "Delta: 0";

//

// ThetaDebug\_Label

//

this.ThetaDebug\_Label.AutoSize = true;

this.ThetaDebug\_Label.BackColor = System.Drawing.SystemColors.ControlDarkDark;

this.ThetaDebug\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 9.75F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.ThetaDebug\_Label.ForeColor = System.Drawing.Color.FromArgb(((int)(((byte)(255)))), ((int)(((byte)(128)))), ((int)(((byte)(0)))));

this.ThetaDebug\_Label.Location = new System.Drawing.Point(10, 55);

this.ThetaDebug\_Label.Name = "ThetaDebug\_Label";

this.ThetaDebug\_Label.Size = new System.Drawing.Size(70, 20);

this.ThetaDebug\_Label.TabIndex = 4;

this.ThetaDebug\_Label.Text = "Theta: 0";

//

// LowAlphaDebug\_Label

//

this.LowAlphaDebug\_Label.AutoSize = true;

this.LowAlphaDebug\_Label.BackColor = System.Drawing.SystemColors.ControlDarkDark;

this.LowAlphaDebug\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 9.75F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.LowAlphaDebug\_Label.ForeColor = System.Drawing.Color.Gold;

this.LowAlphaDebug\_Label.Location = new System.Drawing.Point(11, 88);

this.LowAlphaDebug\_Label.Name = "LowAlphaDebug\_Label";

this.LowAlphaDebug\_Label.Size = new System.Drawing.Size(106, 20);

this.LowAlphaDebug\_Label.TabIndex = 5;

this.LowAlphaDebug\_Label.Text = "Low Alpha: 0";

//

// LowBetaDebug\_Label

//

this.LowBetaDebug\_Label.AutoSize = true;

this.LowBetaDebug\_Label.BackColor = System.Drawing.SystemColors.ControlDarkDark;

this.LowBetaDebug\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 9.75F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.LowBetaDebug\_Label.ForeColor = System.Drawing.Color.FromArgb(((int)(((byte)(0)))), ((int)(((byte)(192)))), ((int)(((byte)(192)))));

this.LowBetaDebug\_Label.Location = new System.Drawing.Point(11, 123);

this.LowBetaDebug\_Label.Name = "LowBetaDebug\_Label";

this.LowBetaDebug\_Label.Size = new System.Drawing.Size(99, 20);

this.LowBetaDebug\_Label.TabIndex = 7;

this.LowBetaDebug\_Label.Text = "Low Beta: 0";

//

// LowGammaDebug\_Label

//

this.LowGammaDebug\_Label.AutoSize = true;

this.LowGammaDebug\_Label.BackColor = System.Drawing.SystemColors.ControlDarkDark;

this.LowGammaDebug\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 9.75F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.LowGammaDebug\_Label.ForeColor = System.Drawing.Color.Fuchsia;

this.LowGammaDebug\_Label.Location = new System.Drawing.Point(11, 152);

this.LowGammaDebug\_Label.Name = "LowGammaDebug\_Label";

this.LowGammaDebug\_Label.Size = new System.Drawing.Size(123, 20);

this.LowGammaDebug\_Label.TabIndex = 9;

this.LowGammaDebug\_Label.Text = "Low Gamma: 0";

//

// HighAlphaDebug\_Label

//

this.HighAlphaDebug\_Label.AutoSize = true;

this.HighAlphaDebug\_Label.BackColor = System.Drawing.SystemColors.ControlDarkDark;

this.HighAlphaDebug\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 9.75F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.HighAlphaDebug\_Label.ForeColor = System.Drawing.Color.FromArgb(((int)(((byte)(0)))), ((int)(((byte)(192)))), ((int)(((byte)(0)))));

this.HighAlphaDebug\_Label.Location = new System.Drawing.Point(177, 88);

this.HighAlphaDebug\_Label.Name = "HighAlphaDebug\_Label";

this.HighAlphaDebug\_Label.Size = new System.Drawing.Size(110, 20);

this.HighAlphaDebug\_Label.TabIndex = 6;

this.HighAlphaDebug\_Label.Text = "High Alpha: 0";

//

// HighBetaDebug\_Label

//

this.HighBetaDebug\_Label.AutoSize = true;

this.HighBetaDebug\_Label.BackColor = System.Drawing.SystemColors.ControlDarkDark;

this.HighBetaDebug\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 9.75F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.HighBetaDebug\_Label.ForeColor = System.Drawing.Color.FromArgb(((int)(((byte)(0)))), ((int)(((byte)(0)))), ((int)(((byte)(192)))));

this.HighBetaDebug\_Label.Location = new System.Drawing.Point(177, 123);

this.HighBetaDebug\_Label.Name = "HighBetaDebug\_Label";

this.HighBetaDebug\_Label.Size = new System.Drawing.Size(108, 20);

this.HighBetaDebug\_Label.TabIndex = 8;

this.HighBetaDebug\_Label.Text = "High Beta: 0 ";

//

// HighGammaDebug\_Label

//

this.HighGammaDebug\_Label.AutoSize = true;

this.HighGammaDebug\_Label.BackColor = System.Drawing.SystemColors.ControlDarkDark;

this.HighGammaDebug\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 9.75F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.HighGammaDebug\_Label.ForeColor = System.Drawing.Color.Purple;

this.HighGammaDebug\_Label.Location = new System.Drawing.Point(177, 157);

this.HighGammaDebug\_Label.Name = "HighGammaDebug\_Label";

this.HighGammaDebug\_Label.Size = new System.Drawing.Size(132, 20);

this.HighGammaDebug\_Label.TabIndex = 10;

this.HighGammaDebug\_Label.Text = "High Gamma: 0 ";

//

// RawDebug\_Chart

//

this.RawDebug\_Chart.BackColor = System.Drawing.SystemColors.ControlDarkDark;

chartArea7.Name = "ChartArea1";

this.RawDebug\_Chart.ChartAreas.Add(chartArea7);

legend7.Name = "Legend1";

this.RawDebug\_Chart.Legends.Add(legend7);

this.RawDebug\_Chart.Location = new System.Drawing.Point(353, 12);

this.RawDebug\_Chart.Name = "RawDebug\_Chart";

series10.ChartArea = "ChartArea1";

series10.ChartType = System.Windows.Forms.DataVisualization.Charting.SeriesChartType.Spline;

series10.Color = System.Drawing.Color.FromArgb(((int)(((byte)(64)))), ((int)(((byte)(64)))), ((int)(((byte)(64)))));

series10.Legend = "Legend1";

series10.Name = "EEG";

this.RawDebug\_Chart.Series.Add(series10);

this.RawDebug\_Chart.Size = new System.Drawing.Size(424, 194);

this.RawDebug\_Chart.TabIndex = 40;

this.RawDebug\_Chart.Text = "chart6";

//

// GammaDebug\_Chart

//

this.GammaDebug\_Chart.BackColor = System.Drawing.SystemColors.ControlDarkDark;

chartArea8.Name = "ChartArea1";

this.GammaDebug\_Chart.ChartAreas.Add(chartArea8);

legend8.BackColor = System.Drawing.SystemColors.ControlDarkDark;

legend8.ForeColor = System.Drawing.Color.White;

legend8.Name = "Legend1";

this.GammaDebug\_Chart.Legends.Add(legend8);

this.GammaDebug\_Chart.Location = new System.Drawing.Point(783, 418);

this.GammaDebug\_Chart.Name = "GammaDebug\_Chart";

series11.ChartArea = "ChartArea1";

series11.ChartType = System.Windows.Forms.DataVisualization.Charting.SeriesChartType.Spline;

series11.Color = System.Drawing.Color.Fuchsia;

series11.Legend = "Legend1";

series11.Name = "Low Gamma";

series12.ChartArea = "ChartArea1";

series12.ChartType = System.Windows.Forms.DataVisualization.Charting.SeriesChartType.Spline;

series12.Color = System.Drawing.Color.Purple;

series12.Legend = "Legend1";

series12.Name = "High Gamma";

this.GammaDebug\_Chart.Series.Add(series11);

this.GammaDebug\_Chart.Series.Add(series12);

this.GammaDebug\_Chart.Size = new System.Drawing.Size(416, 194);

this.GammaDebug\_Chart.TabIndex = 39;

this.GammaDebug\_Chart.Text = "chart5";

//

// BetaDebug\_Chart

//

this.BetaDebug\_Chart.BackColor = System.Drawing.SystemColors.ControlDarkDark;

chartArea9.Name = "ChartArea1";

this.BetaDebug\_Chart.ChartAreas.Add(chartArea9);

legend9.BackColor = System.Drawing.SystemColors.ControlDarkDark;

legend9.ForeColor = System.Drawing.Color.White;

legend9.Name = "Legend1";

this.BetaDebug\_Chart.Legends.Add(legend9);

this.BetaDebug\_Chart.Location = new System.Drawing.Point(783, 218);

this.BetaDebug\_Chart.Name = "BetaDebug\_Chart";

series13.ChartArea = "ChartArea1";

series13.ChartType = System.Windows.Forms.DataVisualization.Charting.SeriesChartType.Spline;

series13.Color = System.Drawing.Color.FromArgb(((int)(((byte)(0)))), ((int)(((byte)(192)))), ((int)(((byte)(192)))));

series13.Legend = "Legend1";

series13.Name = "Low Beta";

series14.ChartArea = "ChartArea1";

series14.ChartType = System.Windows.Forms.DataVisualization.Charting.SeriesChartType.Spline;

series14.Color = System.Drawing.Color.FromArgb(((int)(((byte)(0)))), ((int)(((byte)(0)))), ((int)(((byte)(192)))));

series14.Legend = "Legend1";

series14.Name = "High Beta";

this.BetaDebug\_Chart.Series.Add(series13);

this.BetaDebug\_Chart.Series.Add(series14);

this.BetaDebug\_Chart.Size = new System.Drawing.Size(416, 194);

this.BetaDebug\_Chart.TabIndex = 38;

this.BetaDebug\_Chart.Text = "chart4";

//

// AlphaDebug\_Chart

//

this.AlphaDebug\_Chart.BackColor = System.Drawing.SystemColors.ControlDarkDark;

chartArea10.Name = "ChartArea1";

this.AlphaDebug\_Chart.ChartAreas.Add(chartArea10);

legend10.BackColor = System.Drawing.SystemColors.ControlDarkDark;

legend10.ForeColor = System.Drawing.Color.White;

legend10.Name = "Legend1";

this.AlphaDebug\_Chart.Legends.Add(legend10);

this.AlphaDebug\_Chart.Location = new System.Drawing.Point(783, 12);

this.AlphaDebug\_Chart.Name = "AlphaDebug\_Chart";

series15.ChartArea = "ChartArea1";

series15.ChartType = System.Windows.Forms.DataVisualization.Charting.SeriesChartType.Spline;

series15.Color = System.Drawing.Color.Gold;

series15.Legend = "Legend1";

series15.Name = "Low Alpha";

series16.ChartArea = "ChartArea1";

series16.ChartType = System.Windows.Forms.DataVisualization.Charting.SeriesChartType.Spline;

series16.Color = System.Drawing.Color.FromArgb(((int)(((byte)(0)))), ((int)(((byte)(192)))), ((int)(((byte)(0)))));

series16.Legend = "Legend1";

series16.Name = "High Alpha";

this.AlphaDebug\_Chart.Series.Add(series15);

this.AlphaDebug\_Chart.Series.Add(series16);

this.AlphaDebug\_Chart.Size = new System.Drawing.Size(416, 194);

this.AlphaDebug\_Chart.TabIndex = 37;

this.AlphaDebug\_Chart.Text = "chart3";

//

// ThetaDebug\_Chart

//

this.ThetaDebug\_Chart.BackColor = System.Drawing.SystemColors.ControlDarkDark;

chartArea11.Name = "ChartArea1";

this.ThetaDebug\_Chart.ChartAreas.Add(chartArea11);

legend11.BackColor = System.Drawing.SystemColors.ControlDarkDark;

legend11.ForeColor = System.Drawing.Color.White;

legend11.Name = "Legend1";

this.ThetaDebug\_Chart.Legends.Add(legend11);

this.ThetaDebug\_Chart.Location = new System.Drawing.Point(353, 418);

this.ThetaDebug\_Chart.Name = "ThetaDebug\_Chart";

series17.ChartArea = "ChartArea1";

series17.ChartType = System.Windows.Forms.DataVisualization.Charting.SeriesChartType.Spline;

series17.Color = System.Drawing.Color.FromArgb(((int)(((byte)(255)))), ((int)(((byte)(128)))), ((int)(((byte)(0)))));

series17.Legend = "Legend1";

series17.Name = "Theta";

this.ThetaDebug\_Chart.Series.Add(series17);

this.ThetaDebug\_Chart.Size = new System.Drawing.Size(424, 194);

this.ThetaDebug\_Chart.TabIndex = 36;

this.ThetaDebug\_Chart.Text = "chart2";

//

// DeltaDebug\_Chart

//

this.DeltaDebug\_Chart.BackColor = System.Drawing.SystemColors.ControlDarkDark;

chartArea12.Name = "ChartArea1";

this.DeltaDebug\_Chart.ChartAreas.Add(chartArea12);

legend12.BackColor = System.Drawing.SystemColors.ControlDarkDark;

legend12.Font = new System.Drawing.Font("Microsoft Sans Serif", 8.25F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

legend12.ForeColor = System.Drawing.Color.White;

legend12.IsTextAutoFit = false;

legend12.Name = "Legend1";

this.DeltaDebug\_Chart.Legends.Add(legend12);

this.DeltaDebug\_Chart.Location = new System.Drawing.Point(353, 218);

this.DeltaDebug\_Chart.Name = "DeltaDebug\_Chart";

this.DeltaDebug\_Chart.Palette = System.Windows.Forms.DataVisualization.Charting.ChartColorPalette.SeaGreen;

series18.ChartArea = "ChartArea1";

series18.ChartType = System.Windows.Forms.DataVisualization.Charting.SeriesChartType.Spline;

series18.Color = System.Drawing.Color.Red;

series18.Legend = "Legend1";

series18.Name = "Delta";

this.DeltaDebug\_Chart.Series.Add(series18);

this.DeltaDebug\_Chart.Size = new System.Drawing.Size(424, 194);

this.DeltaDebug\_Chart.TabIndex = 35;

this.DeltaDebug\_Chart.Text = "chart1";

//

// timer1

//

this.timer1.Enabled = true;

this.timer1.Interval = 1000;

this.timer1.Tick += new System.EventHandler(this.timer1\_Tick);

//

// SignalDebug\_Label

//

this.SignalDebug\_Label.AutoSize = true;

this.SignalDebug\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 9.75F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.SignalDebug\_Label.ForeColor = System.Drawing.Color.White;

this.SignalDebug\_Label.Location = new System.Drawing.Point(19, 28);

this.SignalDebug\_Label.Name = "SignalDebug\_Label";

this.SignalDebug\_Label.Size = new System.Drawing.Size(109, 20);

this.SignalDebug\_Label.TabIndex = 24;

this.SignalDebug\_Label.Text = "PoorSignal: 0";

//

// Debug

//

this.AutoScaleDimensions = new System.Drawing.SizeF(8F, 16F);

this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;

this.BackColor = System.Drawing.SystemColors.ControlDarkDark;

this.ClientSize = new System.Drawing.Size(1215, 716);

this.Controls.Add(this.RawDebug\_Chart);

this.Controls.Add(this.GammaDebug\_Chart);

this.Controls.Add(this.BetaDebug\_Chart);

this.Controls.Add(this.AlphaDebug\_Chart);

this.Controls.Add(this.ThetaDebug\_Chart);

this.Controls.Add(this.DeltaDebug\_Chart);

this.Controls.Add(this.groupBox3);

this.Controls.Add(this.groupBox1);

this.Name = "Debug";

this.Text = "Debug";

this.groupBox3.ResumeLayout(false);

this.groupBox3.PerformLayout();

this.groupBox1.ResumeLayout(false);

this.groupBox1.PerformLayout();

((System.ComponentModel.ISupportInitialize)(this.RawDebug\_Chart)).EndInit();

((System.ComponentModel.ISupportInitialize)(this.GammaDebug\_Chart)).EndInit();

((System.ComponentModel.ISupportInitialize)(this.BetaDebug\_Chart)).EndInit();

((System.ComponentModel.ISupportInitialize)(this.AlphaDebug\_Chart)).EndInit();

((System.ComponentModel.ISupportInitialize)(this.ThetaDebug\_Chart)).EndInit();

((System.ComponentModel.ISupportInitialize)(this.DeltaDebug\_Chart)).EndInit();

this.ResumeLayout(false);

}

#endregion

private System.Windows.Forms.GroupBox groupBox3;

private System.Windows.Forms.Label AttentionDebug\_Label;

private System.Windows.Forms.ProgressBar AttentionDebug\_Bar;

private System.Windows.Forms.Label RawDebug\_Label;

private System.Windows.Forms.Label MeditationDebug\_Label;

private System.Windows.Forms.ProgressBar MeditationDebug\_Bar;

private System.Windows.Forms.GroupBox groupBox1;

private System.Windows.Forms.Label DeltaDebug\_Label;

private System.Windows.Forms.Label ThetaDebug\_Label;

private System.Windows.Forms.Label LowAlphaDebug\_Label;

private System.Windows.Forms.Label LowBetaDebug\_Label;

private System.Windows.Forms.Label LowGammaDebug\_Label;

private System.Windows.Forms.Label HighAlphaDebug\_Label;

private System.Windows.Forms.Label HighBetaDebug\_Label;

private System.Windows.Forms.Label HighGammaDebug\_Label;

private System.Windows.Forms.DataVisualization.Charting.Chart RawDebug\_Chart;

private System.Windows.Forms.DataVisualization.Charting.Chart GammaDebug\_Chart;

private System.Windows.Forms.DataVisualization.Charting.Chart BetaDebug\_Chart;

private System.Windows.Forms.DataVisualization.Charting.Chart AlphaDebug\_Chart;

private System.Windows.Forms.DataVisualization.Charting.Chart ThetaDebug\_Chart;

private System.Windows.Forms.DataVisualization.Charting.Chart DeltaDebug\_Chart;

private System.Windows.Forms.Timer timer1;

private System.Windows.Forms.Label SignalDebug\_Label;

}

}

* + 1. MainMenu.Designer.cs

namespace NeuroWork

{

partial class MainMenu

{

/// <summary>

/// Required designer variable.

/// </summary>

private System.ComponentModel.IContainer components = null;

/// <summary>

/// Clean up any resources being used.

/// </summary>

/// <param name="disposing">true if managed resources should be disposed; otherwise, false.</param>

protected override void Dispose(bool disposing)

{

if (disposing && (components != null))

{

components.Dispose();

}

base.Dispose(disposing);

}

#region Windows Form Designer generated code

/// <summary>

/// Required method for Designer support - do not modify

/// the contents of this method with the code editor.

/// </summary>

private void InitializeComponent()

{

this.WorkMenu\_Btn = new System.Windows.Forms.Button();

this.RelaxMenu\_Btn = new System.Windows.Forms.Button();

this.Debug\_Btn = new System.Windows.Forms.Button();

this.Stats\_Btn = new System.Windows.Forms.Button();

this.PostMenu\_Btn = new System.Windows.Forms.Button();

this.SuspendLayout();

//

// WorkMenu\_Btn

//

this.WorkMenu\_Btn.Font = new System.Drawing.Font("Microsoft Sans Serif", 10F);

this.WorkMenu\_Btn.Location = new System.Drawing.Point(343, 153);

this.WorkMenu\_Btn.Name = "WorkMenu\_Btn";

this.WorkMenu\_Btn.Size = new System.Drawing.Size(134, 60);

this.WorkMenu\_Btn.TabIndex = 0;

this.WorkMenu\_Btn.Text = "Работа";

this.WorkMenu\_Btn.UseVisualStyleBackColor = true;

this.WorkMenu\_Btn.Click += new System.EventHandler(this.WorkMenu\_Btn\_Click);

//

// RelaxMenu\_Btn

//

this.RelaxMenu\_Btn.Font = new System.Drawing.Font("Microsoft Sans Serif", 10F);

this.RelaxMenu\_Btn.Location = new System.Drawing.Point(343, 219);

this.RelaxMenu\_Btn.Name = "RelaxMenu\_Btn";

this.RelaxMenu\_Btn.Size = new System.Drawing.Size(134, 61);

this.RelaxMenu\_Btn.TabIndex = 1;

this.RelaxMenu\_Btn.Text = "Отдых";

this.RelaxMenu\_Btn.UseVisualStyleBackColor = true;

this.RelaxMenu\_Btn.Click += new System.EventHandler(this.RelaxMenu\_Btn\_Click);

//

// Debug\_Btn

//

this.Debug\_Btn.Location = new System.Drawing.Point(12, 12);

this.Debug\_Btn.Name = "Debug\_Btn";

this.Debug\_Btn.Size = new System.Drawing.Size(75, 27);

this.Debug\_Btn.TabIndex = 2;

this.Debug\_Btn.Text = "Debug";

this.Debug\_Btn.UseVisualStyleBackColor = true;

this.Debug\_Btn.Click += new System.EventHandler(this.Debug\_Btn\_Click);

//

// Stats\_Btn

//

this.Stats\_Btn.Location = new System.Drawing.Point(605, 12);

this.Stats\_Btn.Name = "Stats\_Btn";

this.Stats\_Btn.Size = new System.Drawing.Size(183, 27);

this.Stats\_Btn.TabIndex = 3;

this.Stats\_Btn.Text = "Статистика и дневник";

this.Stats\_Btn.UseVisualStyleBackColor = true;

this.Stats\_Btn.Click += new System.EventHandler(this.Stats\_Btn\_Click);

//

// PostMenu\_Btn

//

this.PostMenu\_Btn.Font = new System.Drawing.Font("Microsoft Sans Serif", 10F);

this.PostMenu\_Btn.Location = new System.Drawing.Point(343, 286);

this.PostMenu\_Btn.Name = "PostMenu\_Btn";

this.PostMenu\_Btn.Size = new System.Drawing.Size(134, 61);

this.PostMenu\_Btn.TabIndex = 4;

this.PostMenu\_Btn.Text = "Новая запись в дневнике";

this.PostMenu\_Btn.UseVisualStyleBackColor = true;

this.PostMenu\_Btn.Click += new System.EventHandler(this.PostMenu\_Btn\_Click);

//

// MainMenu

//

this.AutoScaleDimensions = new System.Drawing.SizeF(8F, 16F);

this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;

this.ClientSize = new System.Drawing.Size(800, 450);

this.Controls.Add(this.PostMenu\_Btn);

this.Controls.Add(this.Stats\_Btn);

this.Controls.Add(this.Debug\_Btn);

this.Controls.Add(this.RelaxMenu\_Btn);

this.Controls.Add(this.WorkMenu\_Btn);

this.Name = "MainMenu";

this.Text = "Меню";

this.FormClosing += new System.Windows.Forms.FormClosingEventHandler(this.MainMenu\_FormClosing);

this.ResumeLayout(false);

}

#endregion

private System.Windows.Forms.Button WorkMenu\_Btn;

private System.Windows.Forms.Button RelaxMenu\_Btn;

private System.Windows.Forms.Button Debug\_Btn;

private System.Windows.Forms.Button Stats\_Btn;

private System.Windows.Forms.Button PostMenu\_Btn;

}

}

* + 1. WorkTimer.Designer.cs

namespace NeuroWork

{

partial class WorkTimer

{

/// <summary>

/// Required designer variable.

/// </summary>

private System.ComponentModel.IContainer components = null;

/// <summary>

/// Clean up any resources being used.

/// </summary>

/// <param name="disposing">true if managed resources should be disposed; otherwise, false.</param>

protected override void Dispose(bool disposing)

{

if (disposing && (components != null))

{

components.Dispose();

}

base.Dispose(disposing);

}

#region Windows Form Designer generated code

/// <summary>

/// Required method for Designer support - do not modify

/// the contents of this method with the code editor.

/// </summary>

private void InitializeComponent()

{

this.components = new System.ComponentModel.Container();

this.StopWorking\_Btn = new System.Windows.Forms.Button();

this.TimeWorking\_Label = new System.Windows.Forms.Label();

this.RealTimeWorking\_Label = new System.Windows.Forms.Label();

this.RealWorking\_Timer = new System.Windows.Forms.Timer(this.components);

this.AttentionWorking\_Label = new System.Windows.Forms.Label();

this.SuspendLayout();

//

// StopWorking\_Btn

//

this.StopWorking\_Btn.Font = new System.Drawing.Font("Microsoft Sans Serif", 12F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(204)));

this.StopWorking\_Btn.Location = new System.Drawing.Point(340, 343);

this.StopWorking\_Btn.Name = "StopWorking\_Btn";

this.StopWorking\_Btn.Size = new System.Drawing.Size(138, 32);

this.StopWorking\_Btn.TabIndex = 0;

this.StopWorking\_Btn.Text = "Завершить";

this.StopWorking\_Btn.UseVisualStyleBackColor = true;

this.StopWorking\_Btn.Click += new System.EventHandler(this.StopWorking\_Btn\_Click);

//

// TimeWorking\_Label

//

this.TimeWorking\_Label.AutoSize = true;

this.TimeWorking\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 19.8F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(204)));

this.TimeWorking\_Label.Location = new System.Drawing.Point(333, 84);

this.TimeWorking\_Label.Name = "TimeWorking\_Label";

this.TimeWorking\_Label.Size = new System.Drawing.Size(94, 38);

this.TimeWorking\_Label.TabIndex = 1;

this.TimeWorking\_Label.Text = "Реал";

//

// RealTimeWorking\_Label

//

this.RealTimeWorking\_Label.AutoSize = true;

this.RealTimeWorking\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 19.8F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(204)));

this.RealTimeWorking\_Label.Location = new System.Drawing.Point(333, 136);

this.RealTimeWorking\_Label.Name = "RealTimeWorking\_Label";

this.RealTimeWorking\_Label.Size = new System.Drawing.Size(127, 38);

this.RealTimeWorking\_Label.TabIndex = 2;

this.RealTimeWorking\_Label.Text = "Работа";

//

// RealWorking\_Timer

//

this.RealWorking\_Timer.Interval = 1000;

this.RealWorking\_Timer.Tick += new System.EventHandler(this.RealWorking\_Timer\_Tick);

//

// AttentionWorking\_Label

//

this.AttentionWorking\_Label.AutoSize = true;

this.AttentionWorking\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 19.8F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(204)));

this.AttentionWorking\_Label.Location = new System.Drawing.Point(333, 207);

this.AttentionWorking\_Label.Name = "AttentionWorking\_Label";

this.AttentionWorking\_Label.Size = new System.Drawing.Size(145, 38);

this.AttentionWorking\_Label.TabIndex = 3;

this.AttentionWorking\_Label.Text = "Уровень";

//

// WorkTimer

//

this.AutoScaleDimensions = new System.Drawing.SizeF(8F, 16F);

this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;

this.ClientSize = new System.Drawing.Size(800, 450);

this.Controls.Add(this.AttentionWorking\_Label);

this.Controls.Add(this.RealTimeWorking\_Label);

this.Controls.Add(this.TimeWorking\_Label);

this.Controls.Add(this.StopWorking\_Btn);

this.Name = "WorkTimer";

this.Text = "Сессия работы";

this.ResumeLayout(false);

this.PerformLayout();

}

#endregion

private System.Windows.Forms.Button StopWorking\_Btn;

private System.Windows.Forms.Label TimeWorking\_Label;

private System.Windows.Forms.Label RealTimeWorking\_Label;

private System.Windows.Forms.Timer RealWorking\_Timer;

private System.Windows.Forms.Label AttentionWorking\_Label;

}

}

* + 1. RelaxTimer.Designer.cs

namespace NeuroWork

{

partial class RelaxTimer

{

/// <summary>

/// Required designer variable.

/// </summary>

private System.ComponentModel.IContainer components = null;

/// <summary>

/// Clean up any resources being used.

/// </summary>

/// <param name="disposing">true if managed resources should be disposed; otherwise, false.</param>

protected override void Dispose(bool disposing)

{

if (disposing && (components != null))

{

components.Dispose();

}

base.Dispose(disposing);

}

#region Windows Form Designer generated code

/// <summary>

/// Required method for Designer support - do not modify

/// the contents of this method with the code editor.

/// </summary>

private void InitializeComponent()

{

this.components = new System.ComponentModel.Container();

this.MeditationRelaxing\_Label = new System.Windows.Forms.Label();

this.RealTimeRelaxing\_Label = new System.Windows.Forms.Label();

this.TimeRelaxing\_Label = new System.Windows.Forms.Label();

this.StopRelaxing\_Btn = new System.Windows.Forms.Button();

this.RealRelaxing\_Timer = new System.Windows.Forms.Timer(this.components);

this.OnOffSound\_Btn = new System.Windows.Forms.Button();

this.SuspendLayout();

//

// MeditationRelaxing\_Label

//

this.MeditationRelaxing\_Label.AutoSize = true;

this.MeditationRelaxing\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 19.8F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(204)));

this.MeditationRelaxing\_Label.Location = new System.Drawing.Point(337, 203);

this.MeditationRelaxing\_Label.Name = "MeditationRelaxing\_Label";

this.MeditationRelaxing\_Label.Size = new System.Drawing.Size(145, 38);

this.MeditationRelaxing\_Label.TabIndex = 7;

this.MeditationRelaxing\_Label.Text = "Уровень";

//

// RealTimeRelaxing\_Label

//

this.RealTimeRelaxing\_Label.AutoSize = true;

this.RealTimeRelaxing\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 19.8F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(204)));

this.RealTimeRelaxing\_Label.Location = new System.Drawing.Point(337, 132);

this.RealTimeRelaxing\_Label.Name = "RealTimeRelaxing\_Label";

this.RealTimeRelaxing\_Label.Size = new System.Drawing.Size(127, 38);

this.RealTimeRelaxing\_Label.TabIndex = 6;

this.RealTimeRelaxing\_Label.Text = "Работа";

//

// TimeRelaxing\_Label

//

this.TimeRelaxing\_Label.AutoSize = true;

this.TimeRelaxing\_Label.Font = new System.Drawing.Font("Microsoft Sans Serif", 19.8F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(204)));

this.TimeRelaxing\_Label.Location = new System.Drawing.Point(337, 80);

this.TimeRelaxing\_Label.Name = "TimeRelaxing\_Label";

this.TimeRelaxing\_Label.Size = new System.Drawing.Size(94, 38);

this.TimeRelaxing\_Label.TabIndex = 5;

this.TimeRelaxing\_Label.Text = "Реал";

//

// StopRelaxing\_Btn

//

this.StopRelaxing\_Btn.Font = new System.Drawing.Font("Microsoft Sans Serif", 12F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(204)));

this.StopRelaxing\_Btn.Location = new System.Drawing.Point(344, 343);

this.StopRelaxing\_Btn.Name = "StopRelaxing\_Btn";

this.StopRelaxing\_Btn.Size = new System.Drawing.Size(126, 33);

this.StopRelaxing\_Btn.TabIndex = 4;

this.StopRelaxing\_Btn.Text = "Завершить";

this.StopRelaxing\_Btn.UseVisualStyleBackColor = true;

this.StopRelaxing\_Btn.Click += new System.EventHandler(this.StopRelaxing\_Btn\_Click);

//

// RealRelaxing\_Timer

//

this.RealRelaxing\_Timer.Interval = 1000;

this.RealRelaxing\_Timer.Tick += new System.EventHandler(this.RealRelaxing\_Timer\_Tick);

//

// OnOffSound\_Btn

//

this.OnOffSound\_Btn.Location = new System.Drawing.Point(698, 12);

this.OnOffSound\_Btn.Name = "OnOffSound\_Btn";

this.OnOffSound\_Btn.Size = new System.Drawing.Size(90, 30);

this.OnOffSound\_Btn.TabIndex = 8;

this.OnOffSound\_Btn.Text = "Звук выкл.";

this.OnOffSound\_Btn.UseVisualStyleBackColor = true;

this.OnOffSound\_Btn.Click += new System.EventHandler(this.OnOffSound\_Btn\_Click);

//

// RelaxTimer

//

this.AutoScaleDimensions = new System.Drawing.SizeF(8F, 16F);

this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;

this.ClientSize = new System.Drawing.Size(800, 450);

this.Controls.Add(this.OnOffSound\_Btn);

this.Controls.Add(this.MeditationRelaxing\_Label);

this.Controls.Add(this.RealTimeRelaxing\_Label);

this.Controls.Add(this.TimeRelaxing\_Label);

this.Controls.Add(this.StopRelaxing\_Btn);

this.Name = "RelaxTimer";

this.Text = "Сессия отдыха";

this.ResumeLayout(false);

this.PerformLayout();

}

#endregion

private System.Windows.Forms.Label MeditationRelaxing\_Label;

private System.Windows.Forms.Label RealTimeRelaxing\_Label;

private System.Windows.Forms.Label TimeRelaxing\_Label;

private System.Windows.Forms.Button StopRelaxing\_Btn;

private System.Windows.Forms.Timer RealRelaxing\_Timer;

private System.Windows.Forms.Button OnOffSound\_Btn;

}

}

* + 1. AddPost.Designer.cs

namespace NeuroWork

{

partial class AddPost

{

/// <summary>

/// Required designer variable.

/// </summary>

private System.ComponentModel.IContainer components = null;

/// <summary>

/// Clean up any resources being used.

/// </summary>

/// <param name="disposing">true if managed resources should be disposed; otherwise, false.</param>

protected override void Dispose(bool disposing)

{

if (disposing && (components != null))

{

components.Dispose();

}

base.Dispose(disposing);

}

#region Windows Form Designer generated code

/// <summary>

/// Required method for Designer support - do not modify

/// the contents of this method with the code editor.

/// </summary>

private void InitializeComponent()

{

this.richTextBox1 = new System.Windows.Forms.RichTextBox();

this.SavePost\_Btn = new System.Windows.Forms.Button();

this.panel1 = new System.Windows.Forms.Panel();

this.radioButton10 = new System.Windows.Forms.RadioButton();

this.radioButton9 = new System.Windows.Forms.RadioButton();

this.radioButton8 = new System.Windows.Forms.RadioButton();

this.radioButton7 = new System.Windows.Forms.RadioButton();

this.radioButton6 = new System.Windows.Forms.RadioButton();

this.radioButton5 = new System.Windows.Forms.RadioButton();

this.radioButton4 = new System.Windows.Forms.RadioButton();

this.radioButton3 = new System.Windows.Forms.RadioButton();

this.radioButton2 = new System.Windows.Forms.RadioButton();

this.radioButton1 = new System.Windows.Forms.RadioButton();

this.panel1.SuspendLayout();

this.SuspendLayout();

//

// richTextBox1

//

this.richTextBox1.Location = new System.Drawing.Point(12, 74);

this.richTextBox1.Name = "richTextBox1";

this.richTextBox1.Size = new System.Drawing.Size(776, 364);

this.richTextBox1.TabIndex = 0;

this.richTextBox1.Text = "";

//

// SavePost\_Btn

//

this.SavePost\_Btn.Location = new System.Drawing.Point(699, 17);

this.SavePost\_Btn.Name = "SavePost\_Btn";

this.SavePost\_Btn.Size = new System.Drawing.Size(89, 34);

this.SavePost\_Btn.TabIndex = 1;

this.SavePost\_Btn.Text = "Сохранить";

this.SavePost\_Btn.UseVisualStyleBackColor = true;

this.SavePost\_Btn.Click += new System.EventHandler(this.SavePost\_Btn\_Click);

//

// panel1

//

this.panel1.Controls.Add(this.radioButton10);

this.panel1.Controls.Add(this.radioButton9);

this.panel1.Controls.Add(this.radioButton8);

this.panel1.Controls.Add(this.radioButton7);

this.panel1.Controls.Add(this.radioButton6);

this.panel1.Controls.Add(this.radioButton5);

this.panel1.Controls.Add(this.radioButton4);

this.panel1.Controls.Add(this.radioButton3);

this.panel1.Controls.Add(this.radioButton2);

this.panel1.Controls.Add(this.radioButton1);

this.panel1.Location = new System.Drawing.Point(12, 2);

this.panel1.Name = "panel1";

this.panel1.Size = new System.Drawing.Size(681, 66);

this.panel1.TabIndex = 2;

//

// radioButton10

//

this.radioButton10.AutoSize = true;

this.radioButton10.Location = new System.Drawing.Point(473, 42);

this.radioButton10.Name = "radioButton10";

this.radioButton10.Size = new System.Drawing.Size(97, 21);

this.radioButton10.TabIndex = 9;

this.radioButton10.TabStop = true;

this.radioButton10.Text = "Смущение";

this.radioButton10.UseVisualStyleBackColor = true;

this.radioButton10.CheckedChanged += new System.EventHandler(this.radioButton\_CheckedChanged);

//

// radioButton9

//

this.radioButton9.AutoSize = true;

this.radioButton9.Location = new System.Drawing.Point(473, 15);

this.radioButton9.Name = "radioButton9";

this.radioButton9.Size = new System.Drawing.Size(72, 21);

this.radioButton9.TabIndex = 8;

this.radioButton9.TabStop = true;

this.radioButton9.Text = "Обида";

this.radioButton9.UseVisualStyleBackColor = true;

this.radioButton9.CheckedChanged += new System.EventHandler(this.radioButton\_CheckedChanged);

//

// radioButton8

//

this.radioButton8.AutoSize = true;

this.radioButton8.Location = new System.Drawing.Point(368, 42);

this.radioButton8.Name = "radioButton8";

this.radioButton8.Size = new System.Drawing.Size(101, 21);

this.radioButton8.TabIndex = 7;

this.radioButton8.TabStop = true;

this.radioButton8.Text = "Удивление";

this.radioButton8.UseVisualStyleBackColor = true;

this.radioButton8.CheckedChanged += new System.EventHandler(this.radioButton\_CheckedChanged);

//

// radioButton7

//

this.radioButton7.AutoSize = true;

this.radioButton7.Location = new System.Drawing.Point(368, 15);

this.radioButton7.Name = "radioButton7";

this.radioButton7.Size = new System.Drawing.Size(85, 21);

this.radioButton7.TabIndex = 6;

this.radioButton7.TabStop = true;

this.radioButton7.Text = "Интерес";

this.radioButton7.UseVisualStyleBackColor = true;

this.radioButton7.CheckedChanged += new System.EventHandler(this.radioButton\_CheckedChanged);

//

// radioButton6

//

this.radioButton6.AutoSize = true;

this.radioButton6.Location = new System.Drawing.Point(249, 42);

this.radioButton6.Name = "radioButton6";

this.radioButton6.Size = new System.Drawing.Size(102, 21);

this.radioButton6.TabIndex = 5;

this.radioButton6.TabStop = true;

this.radioButton6.Text = "Презрение";

this.radioButton6.UseVisualStyleBackColor = true;

this.radioButton6.CheckedChanged += new System.EventHandler(this.radioButton\_CheckedChanged);

//

// radioButton5

//

this.radioButton5.AutoSize = true;

this.radioButton5.Location = new System.Drawing.Point(249, 15);

this.radioButton5.Name = "radioButton5";

this.radioButton5.Size = new System.Drawing.Size(113, 21);

this.radioButton5.TabIndex = 4;

this.radioButton5.TabStop = true;

this.radioButton5.Text = "Отвращение";

this.radioButton5.UseVisualStyleBackColor = true;

this.radioButton5.CheckedChanged += new System.EventHandler(this.radioButton\_CheckedChanged);

//

// radioButton4

//

this.radioButton4.AutoSize = true;

this.radioButton4.Location = new System.Drawing.Point(176, 42);

this.radioButton4.Name = "radioButton4";

this.radioButton4.Size = new System.Drawing.Size(60, 21);

this.radioButton4.TabIndex = 3;

this.radioButton4.TabStop = true;

this.radioButton4.Text = "Гнев";

this.radioButton4.UseVisualStyleBackColor = true;

this.radioButton4.CheckedChanged += new System.EventHandler(this.radioButton\_CheckedChanged);

//

// radioButton3

//

this.radioButton3.AutoSize = true;

this.radioButton3.Location = new System.Drawing.Point(176, 15);

this.radioButton3.Name = "radioButton3";

this.radioButton3.Size = new System.Drawing.Size(67, 21);

this.radioButton3.TabIndex = 2;

this.radioButton3.TabStop = true;

this.radioButton3.Text = "Страх";

this.radioButton3.UseVisualStyleBackColor = true;

this.radioButton3.CheckedChanged += new System.EventHandler(this.radioButton\_CheckedChanged);

//

// radioButton2

//

this.radioButton2.AutoSize = true;

this.radioButton2.Location = new System.Drawing.Point(60, 42);

this.radioButton2.Name = "radioButton2";

this.radioButton2.Size = new System.Drawing.Size(83, 21);

this.radioButton2.TabIndex = 1;

this.radioButton2.TabStop = true;

this.radioButton2.Tag = "1";

this.radioButton2.Text = "Радость";

this.radioButton2.UseVisualStyleBackColor = true;

this.radioButton2.CheckedChanged += new System.EventHandler(this.radioButton\_CheckedChanged);

//

// radioButton1

//

this.radioButton1.AutoSize = true;

this.radioButton1.Location = new System.Drawing.Point(60, 15);

this.radioButton1.Name = "radioButton1";

this.radioButton1.Size = new System.Drawing.Size(109, 21);

this.radioButton1.TabIndex = 0;

this.radioButton1.TabStop = true;

this.radioButton1.Tag = "0";

this.radioButton1.Text = "Нейтрально";

this.radioButton1.UseVisualStyleBackColor = true;

this.radioButton1.CheckedChanged += new System.EventHandler(this.radioButton\_CheckedChanged);

//

// AddPost

//

this.AutoScaleDimensions = new System.Drawing.SizeF(8F, 16F);

this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;

this.ClientSize = new System.Drawing.Size(800, 450);

this.Controls.Add(this.panel1);

this.Controls.Add(this.SavePost\_Btn);

this.Controls.Add(this.richTextBox1);

this.Name = "AddPost";

this.Text = "Новая запись в дневнике";

this.panel1.ResumeLayout(false);

this.panel1.PerformLayout();

this.ResumeLayout(false);

}

#endregion

private System.Windows.Forms.RichTextBox richTextBox1;

private System.Windows.Forms.Button SavePost\_Btn;

private System.Windows.Forms.Panel panel1;

private System.Windows.Forms.RadioButton radioButton10;

private System.Windows.Forms.RadioButton radioButton9;

private System.Windows.Forms.RadioButton radioButton8;

private System.Windows.Forms.RadioButton radioButton7;

private System.Windows.Forms.RadioButton radioButton6;

private System.Windows.Forms.RadioButton radioButton5;

private System.Windows.Forms.RadioButton radioButton4;

private System.Windows.Forms.RadioButton radioButton3;

private System.Windows.Forms.RadioButton radioButton2;

private System.Windows.Forms.RadioButton radioButton1;

}

}

* + 1. JournalAskDialog.Designer.cs

namespace NeuroWork

{

partial class JournalAskDialog

{

/// <summary>

/// Required designer variable.

/// </summary>

private System.ComponentModel.IContainer components = null;

/// <summary>

/// Clean up any resources being used.

/// </summary>

/// <param name="disposing">true if managed resources should be disposed; otherwise, false.</param>

protected override void Dispose(bool disposing)

{

if (disposing && (components != null))

{

components.Dispose();

}

base.Dispose(disposing);

}

#region Windows Form Designer generated code

/// <summary>

/// Required method for Designer support - do not modify

/// the contents of this method with the code editor.

/// </summary>

private void InitializeComponent()

{

this.button1 = new System.Windows.Forms.Button();

this.button2 = new System.Windows.Forms.Button();

this.label1 = new System.Windows.Forms.Label();

this.SuspendLayout();

//

// button1

//

this.button1.DialogResult = System.Windows.Forms.DialogResult.OK;

this.button1.Font = new System.Drawing.Font("Microsoft Sans Serif", 10F);

this.button1.Location = new System.Drawing.Point(52, 66);

this.button1.Name = "button1";

this.button1.Size = new System.Drawing.Size(75, 39);

this.button1.TabIndex = 0;

this.button1.Text = "Да";

this.button1.UseVisualStyleBackColor = true;

//

// button2

//

this.button2.DialogResult = System.Windows.Forms.DialogResult.Cancel;

this.button2.Font = new System.Drawing.Font("Microsoft Sans Serif", 10F);

this.button2.Location = new System.Drawing.Point(259, 66);

this.button2.Name = "button2";

this.button2.Size = new System.Drawing.Size(75, 39);

this.button2.TabIndex = 1;

this.button2.Text = "Нет";

this.button2.UseVisualStyleBackColor = true;

//

// label1

//

this.label1.AutoSize = true;

this.label1.Font = new System.Drawing.Font("Microsoft Sans Serif", 10F);

this.label1.Location = new System.Drawing.Point(12, 21);

this.label1.Name = "label1";

this.label1.Size = new System.Drawing.Size(377, 20);

this.label1.TabIndex = 2;

this.label1.Text = "Хотите добавить новую запись в дневник?";

//

// JournalAskDialog

//

this.AutoScaleDimensions = new System.Drawing.SizeF(8F, 16F);

this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;

this.ClientSize = new System.Drawing.Size(398, 123);

this.Controls.Add(this.label1);

this.Controls.Add(this.button2);

this.Controls.Add(this.button1);

this.Name = "JournalAskDialog";

this.Text = "JournalAskDialog";

this.ResumeLayout(false);

this.PerformLayout();

}

#endregion

private System.Windows.Forms.Button button1;

private System.Windows.Forms.Button button2;

private System.Windows.Forms.Label label1;

}

}