ContextInPocket Bool contextIsActive: Bool connectedExternally; Bool backlightIsOn; \_Bool audiolsOn; \_Bool powerlsOn; int mitigationControllerListID; int \_displayToken; int \_audioRunningToken: unsigned int pmuPowerService; unsigned int \_notification; unsigned int \_iolterator; struct IONotificationPort \*notificationPort; NSObject<OS\_dispatch\_queue> \*\_inPocketQueue; (struct \_\_CFString \*)copyFieldCurrentValueForIndex:(int)arg1; (struct \_\_CFString \*)copyHeaderForIndex:(int)arg1; (int)numberOfFields; (void)updateSystemPowerState:(\_Bool)arg1; ( Bool)synchContext; (void)updateContextActiveState; (\_Bool)isContextTriggered; (int)getContextState; · (void)initAudioHandling;

· (void)initBacklightHandling;

(void)initPowerHandling;

· (void)dealloc;

· (id)init;

## ThermalManager struct \_\_CFRunLoop \*localMainRunloop; int productName; struct \_\_CFBundle \*bundle; CommonProduct \*product; (\_Bool)isInternalBuild; (struct \_\_CFDictionary \*)createPowerLogDictionaryForExtraSensors; (struct \_\_CFDictionary \*)createPowerLogDictionaryForExtraInternals; (struct \_\_CFDictionary \*)createPowerLogDictionaryForFixedHeaders; (struct CFDictionary \*)createPowerLogDictionaryForSensors; (struct \_\_CFDictionary \*)createPowerLogDictionaryForComponentControl; (struct \_\_CFDictionary \*)createPowerLogDictionaryForHotspotControl; (int)maxControlEffort; (\_Bool)useTcalAdjust:(int)arg1; (struct \_\_CFString \*)getTGraphData:(int)arg1; (void)initDataCollection; (void)updateSystemLoad; (void)updatePrefs:(struct \_\_SCPreferences \*)arg1:(\_Bool)arg2; (void)updateDecayStatus; (void)SaveProductString:(int)arg1; (void)probeAllSupervisorControlLoadingIndex; (void)initializeReadPrefs:(struct \_\_SCPreferences \*)arg1; (void)hintComponentControlTakeAction; (unsigned long long)getWatchDogMode; (int)getProductTotalSensors; (struct iir\_filter\_t \*)getProductFilterValues; (unsigned long long)getMaxSensorValue; (int)getProductCalibrationSensorID; (int)getProductCalibrationDefault; (void \*)getConfigurationFor:(struct \_\_CFString \*)arg1; (void)createNewProduct:(struct \_\_CFRunLoop \*)arg1; (void)createConnectionToCT:(int)arg1; (void)dealloc; (id)initWithConfig:(struct \_\_CFBundle \*)arg1;

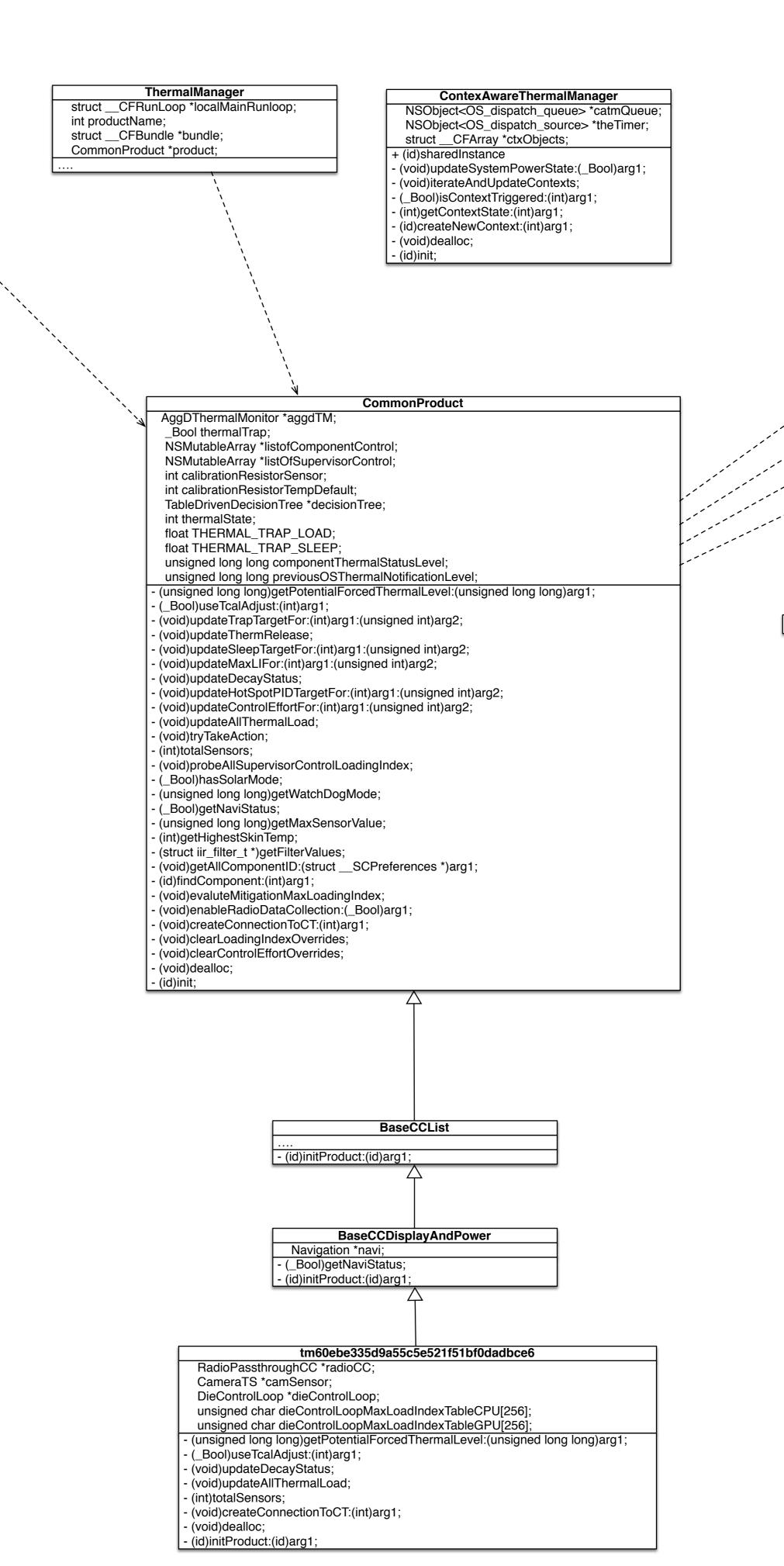
**TGraphSampler** 

NSMutableArray \*listofComponentControl; NSMutableArray \*listOfSupervisorControl; struct \_\_CFArray \*extraSensorDataSources; struct \_\_CFArray \*extraInternalDataSources;

struct \_\_CFString \*tGraphDataString;

CommonProduct \*productObi;

Bool isInternal;



ComponentControl

SupervisorControl

**TableDrivenDecisionTree** 

**ThermalStatusLevel** 

**TableDrivenDecisionTree** 

**TwoHotSpotDecisionTree** 

**ThreeHotSpotDecisionTree** 

FourHotSpotDecisionTree

FiveHotSpotDecisionTree

SixHotSpotDecisionTree