C#
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trapeziometacarpal
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*metacar-
pocarpal*
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AngleBasedHandModel
AngleBasedThumbModel
AngleBasedFingerModel
toString
AngleBasedFingerModel
AngleBasedThumbModel
AngleBasedHandModel
AngleBasedFingerModel
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HandObserver
HandObserver
AngleBasedHandModel
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data
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PostureDataHandler
PostureDataHandler
TrainingUnit
TrainingUnit
TrainingUnit
AngleBasedHandModel
Posture
PostureDataHandler
TrainingManager
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TrainingUnit
OutputHand
TrainingUnit
Posture
TrainingUnit
Posture
TrainingUnit
TrainingManager
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ThreadedKNN
ThreadedKNN
AngleBasedHandModel
PoseCompareObject
PostureDataHandler
TrainingUnit
AngleBasedHandModel
Posture
Posture
PoseCompareObject
AngleBasedHandModel
Posture
ThreadedKNN
Comfort
Discomfort
Comfort
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Posture
PostureDataHandler
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Discomfort

Mathf.Abs((fingers[middle].getTotalFlexion()
-
fingers[ring].getTotalFlexion()
)
-
(fingers[ring].getTotalFlexion()
-
fingers[pinky].getTotalFlexion()));

RandomHandGenerator
AngleBasedHandModel
createRandomRandom(),
createRandomFromSaved(),
createRandomFromSavedMorph(),
createRandomProcedural()
createRandomRandom()
?
createRandomFromSaved()
TrainingUnit
PostureDataHandler
    createRandomFromSavedMorph()
TrainingUnits
createRandomProcedural()