

GUI

Display

- + initDisplay()
- + ClearAreaDisp(in pointX: unsigned short, in pointY: unsigned short, in width: unsigned short, in height: unsigned short)
- + initConditioning()
- + initOcclusion()
- + initSetup()
- + moveSquare(in startX: unsigned short, in startY: unsigned short, in endX: unsigned short, in endY: unsigned short, in width: unsigned short, in height: unsigned short)
- + updateConditioning(in *buttonPressed: boolean, in *btPressed: boolean)
- + updateOcclusion(in *buttonPressed: string)
- + updateSetup(in *state: boolean)
- + getNoCycles(): unsigned short
- + setNoCycles(in value: unsigned short)
- updateTimeLeft(in value: unsigned short)
- updateNoOfCycles(in value: string)
- updateStopWatchTime(in minutes: unsigned short, in seconds: unsigned short)

Button

- + readModeSwitch(): unsigned short
- + startStopConditioning(in startButtonPressed: boolean): boolean
- + btPressed(in btPressed: boolean): boolean
- + startStopOcclusion(in StartButtonPressed: boolean): boolean
- + changer(in state: unsigned short): unsigned short
- + selector(in state: unsigned short): unsigned short