GUI

Display

+ initDisplay()
+ ClearAreaDisp(in pointX: unsigned short, in pointY: unsigned short, in width: unsigned short, in height: unsigned short)
+ initConditioning()
+ initOcclution()
+ 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)
+ 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
+ startStopOcclution(in StartButtonPressed: boolean): boolean
+ changer(in state: unsigned short): unsigned short
+ selector(in state: unsigned short): unsigned short