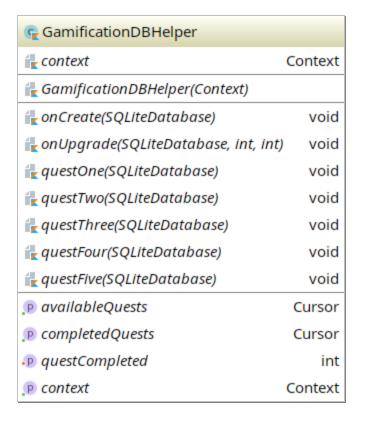
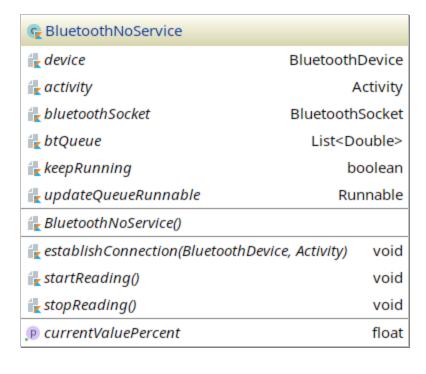
₽ ApoplexyConstantsKt	
# REQUEST_ENABLE_BT	int
PERMISSIONS_REQUEST_ACCESS_COARSE_LOCAT.	
# PERMISSIONS_REQUEST_EXT_STOR	int
DAILY_REMINDER_CODE	int
DAILY_REMINDER_CHANNEL_ID	String
MAX_VOLTAGE_EMG	double
# MIN_VOLTAGE_EMG	double
PREFS_POINTS	String
# PREFS_NAME	String
# PREFS_ALARM_ENABLED	String
₽REFS_ALARM_TIME	String
# PREFS_OLD_DATA	String
<b>₽</b> QUEST_ID	String
<b>₽</b> QUEST_DESCRIPTION	String
<b>₽</b> QUEST_TITLE	String
<b>₽</b> QUEST_ICON	String
<b>₽</b> QUEST_REQ_XP	String
<b>₽</b> QUEST_FIN_XP	String
<b>₽</b> QUEST_EARN_XP	String
<b>₽</b> QUEST_COMPLETED	String
<b>₽</b> QUEST_OVER_PERC	String
<b>₽</b> QUEST_TIME_OVER_PERC	String
<b>₽</b> QUEST_MIN_PERC	String
ICON_ONE	int
<b>I</b> CON_TWO	int
ICON_THREE	int
ICON_FOUR	int
ICON_FIVE	int
DATABASE_NAME	String
<b>₽</b> DATABASE_VERSION	int
<u>↑ TABLE_NAME_GAMIFICATION</u>	String
₱ DROP_TABLE_GAMIFICATION	String
<b>₹</b> CREATE_TABLE_GAMIFICATION	String
∉ getIconRes(int)	int

PlaneGameView	
<i>♣ bluetoothNoServic</i>	e BluetoothNoService
<b>∦</b> badgeListener	BadgeListener
<b>∦</b> bluetoothPercList	List <float></float>
<b>in</b> Game in Game	boolean
<b>∦</b> graderHelper €	iamificationGraderHelper
<b>d</b> effWidth	int
<b>d</b> effHeight	int
<b>∦</b> random	Random
<b>∦</b> randomHills	List <integer></integer>
<b>d</b> gestureListener	1
gestureDetector	GestureDetector
<b>₽</b> pausedText	String
<b>∦</b> lostText	String
<b>i</b> backgroundRect	Rect
<b>i</b> backgroundPaint	Paint
<b>i</b> hillPaint	Paint
<b>textPaint</b> textPaint	Paint
<b>i</b> planePaint	Paint
<b>d</b> opts	Options
<b>i</b> planeBitmap	Bitmap
₽ PlaneGameView(Co	ontext)
₽ PlaneGameView(Co	ontext, AttributeSet)
de on Draw(Canvas)  d	void
drawHills(Canvas)	void
ansizeChanged(in	t, int, int, int) void
∉ genHills()	void
anMeasure(int, int	) void
measureDimension	n(int, int) int
anTouchEvent(Mot	tionEvent) boolean
╬ handleTap()	void
ø bluetoothNoServic	e BluetoothNoService
• badgeListener	BadgeListener

<b>№</b> BadgeListener	
allback(View, BadgeDia	logFragment) void
<b>©</b> GameActivity	
<b>t</b> stopThread	boolea
🧜 invalidateRunnable	Runnab
<b>∦</b> bluetoothNoService	BluetoothNoServio
i aluetoothAdapter €	BluetoothAdapto
intenty [	Inte
<b>discoveryReceiver discoveryReceiver discoveryReceiver discoveryReceiver discoveryReceiver discoveryReceiver</b>	
╬ GameActivity()	
t onCreate(Bundle)	vo
iॄ onBackPressed()	vo
╬ onNavigationItemSelected(M	nenuItem) boolea
🥋 onResume()	VO
onRequestPermissionsResult	(int, String[], int[]) vo
🧜 performBluetoothEnable()	VO
🧜 onActivityResult(int, int, Inter	nt) vo
i performBluetoothSetup()	Vo
╬ createNoService(BluetoothDe	evice) vo
🧜 callback(View, BadgeDialogF	Fragment) vo
i on Destroy()	vo

© ExerciseActivity		
<b>∉</b> exerciseRunning	exerciseRunning boolean	
bluetoothNoService	bluetoothNoService BluetoothNoService	
<b>i</b> bluetoothAdapter	<i>bluetoothAdapter</i> BluetoothAdapter	
<b>intenty</b> intenty	<u>i</u> intenty Intent	
discoveryReceiver	discoveryReceiver 1	
<b>i</b> prefs	# prefs SharedPreferences	
<i>∰graderHelper</i> GamificationGraderHelper		
<b>i</b> updateUIRunnable	Runnable	
ExerciseActivity()		
	void	
onBackPressed()	void	
i onResume()	void	
onRequestPermissionsRe	sult(int, String[], int[]) void	
performBluetoothEnable	0 void	
anActivityResult(int, int, 1	<i>(ntent)</i> void	
performBluetoothSetup()		
<pre>   startExercise() </pre>	void	
<pre>   stopExercise() </pre>	void	
<pre>     onPause() </pre>	void	
	void	

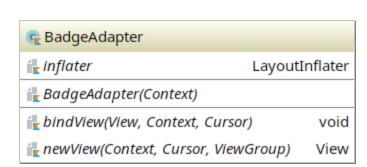




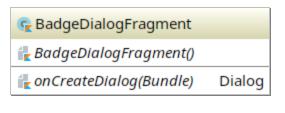


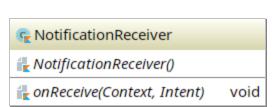
© SettingsFragment	
SettingsFragment()	
degreente Preferences (Bundle, String) € 1	void
degree on Resume()	void
<pre>fluonTimeSet(TimePicker, int, int)</pre>	void
showTimePickerDialog()	boolean
<b>d</b> onPause()	void
$\frac{1}{4}$ on Shared Preference Changed (Shared Preferences, String)	) void
exportDB()	boolean
importDB()	boolean

• HomeNavActivity	
<b>∦</b> prefs SharedP	references
₩ HomeNavActivity()	
onCreate(Bundle)	void
	void
onBackPressed()	void
	boolean



NotificationSchedulerKt     ■     Output     Description     Output     Description     Description	
🗽 setReminder(Context)	void
	void
	void
treateNotificationChannel(Context)	void





© SettingsActivity	
SettingsActivity()	
de on Create(Bundle)  de on Create(Bund	void

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