

«boundary»

UI

- winStack_; QStackedWidget
- winMainObj_; winMain
- winStatusObj_; winStatus
- winOnOffObj_; winOnOff
- winAddRemoveObj_; winAddRemove
- winConfigObj_; winConfig
- winConfigParObj_; winConfigPar
- winAddRemoveParObj_; winAddRemovePar
- winLogObj_; winLog
- cStatusPtr_; cStatus *
- cOnOffPtr_; cOnOff *
- cAddRemovePtr_; cAddRemove *
- cConfigPtr_; cConfig *
- cLogViewPtr_; cLogView *

- + setCStatus(cStatus &); int
- + getCStatus() const; cStatus *
- + setCOnOff(cOnOff &); int
- + getCOnOff() const; cOnOff *
- + setCAddRemove(cAddRemove &); int
- + getCAddRemove() const; cAddRemove *
- + setCConfig(cConfig &); int
- + getCConfig() const; cConfig *
- + setCLogView(cLogView &); int
- + getCLogView() const; cLogView *
- + getWinOnOff(); winOnOff *
- + getWinLog(); winLog *
- + getWinAddRemove(); winAddRemove *
- + getWinAddRemovePar(); winAddRemovePar *
- + getWinConfig(); winConfig *
- + getWinConfigPar(); winConfigPar *
- + getWinStatus(); winStatus *
- + setCurrent(QWidget *); int
- + getCurrent(); QWidget *
- + getStack(); QStackedWidget *
- + showMain(); int
- + showStatus(); int
- + showOnOff(); int
- + showAddRemove(); int
- + showConfig(); int
- + showParam(); int
- + showAddRemovePar(); int
- + showLog(); int