**Assignment 8**

**Documentation**

* Independent Variables: Technique (0 = virtual joystick, 1 = swipe gesture)
* Dependent Variables: Time (time taken for each interaction), Error (0 = no error, 1 = error)
* Participant ID, Block, and Trial

**Explanation**

* Main Application: Initializes the UI, sets up the joystick and swipe gesture controls, and switches between them. It also logs the participant's interactions to a CSV file.
* VirtualJoystick: Handles the drawing and movement of a virtual joystick and logs interactions.
* SwipeGesture: Handles swipe gestures and logs interactions.