
Device
- int: battery
- bool: operational
- bool: shockable
- int: state
- int: counter_chest
- int: counter_breath
- QTimer: *battery_timer
- QTimer: *init_timer
- QTimer: *rhythm_analysis_timer
- patient: *myPatient
+void get_patient_status()
+int get_battery_capacity()
+void shock()
+void display_device_status()
+void detect_rhythm()
+void workflow()
+void display_bad_CPR_feedback()
+void display_good_CPR_feedback()
+void display_bad_electrode()
+void display_good_electrode()
+void init_sequence()
+void battery_decrease()
+void heart_rhythm_analysis(int heartRate)
+void shut_down()
+void cpr_analysis(int chest,int breath)
+void on_press_breath()
+void on_press_chest()
<<friend class>> MainWindow
<<signals>> void text_prompt_update(const QString &str)
<<signals>> void text_CPR_update(const QString &str)
<<signals>> void text_status_update(const QString &str)
<<signals>> void signal_shock()
<<signals>> void battery_changed()
<<signals>> void image_timer_statr()
<<signals>> void image_timer_stop()
<<signals>> void battery_label_clear()
<<signals>> void image_clear()
<<signals>> void image_select()
QMainWindow
- Ui::MainWindow *ui
- device *myDevice
- QPixmap: myPixmap
- QTimer: *timer
- int: startingX
- int: startingY
- int: cur_length
- int: cur_height
- int: max_length
- int: max_height
- int: origin_length
+ void update_text_prompt(const QString &text)
+ void update_text_CPR(const QString &text)
+ void update_text_status(const QString &text)
+ void update_battery_label()
+ void battery_shut_down()
+ void update_image()
+ void timer_start()
+ void timer_stop()
+ void image_stop()
+ void input_patient()
+ void vf_true_input()
+ void vf_false_input()
+ void select_image()
Patient
- bool: vf
- int: heart_rate
- bool: shocked
+ void set_status()
+ int: get_heart_rate()
+ bool: get_vf()
+ bool: get_shock_status()
+ void set_heart_rate(int)
+ void set_vf(bool)
<<signals>> void signal_shocked()
<<signals>> void signal_heart_rate(int heart_rate)
<<signals>> void signal_vf(bool vf)