- achieveS

//included + getAchie

testdata

- graph: int[]

- scores: QVector<double>

+ low(): void

+ medium(): void

+ high(): void

+ lowCoherence(): void

+ mediumCoherence(): void

+ highCoherence(): void

+ getGraph(): int*

+ getScores(): QVector<double>

- ui: Ui::MainWindow*

- power: bool - contact: bool

- runTime: int

- PI: double - batteryTimer: QTimer *

+ startSession(in timer: QTimer&, countdown: QTimer&): void + endSession(in timer: QTimer&, countdown: QTimer&): void

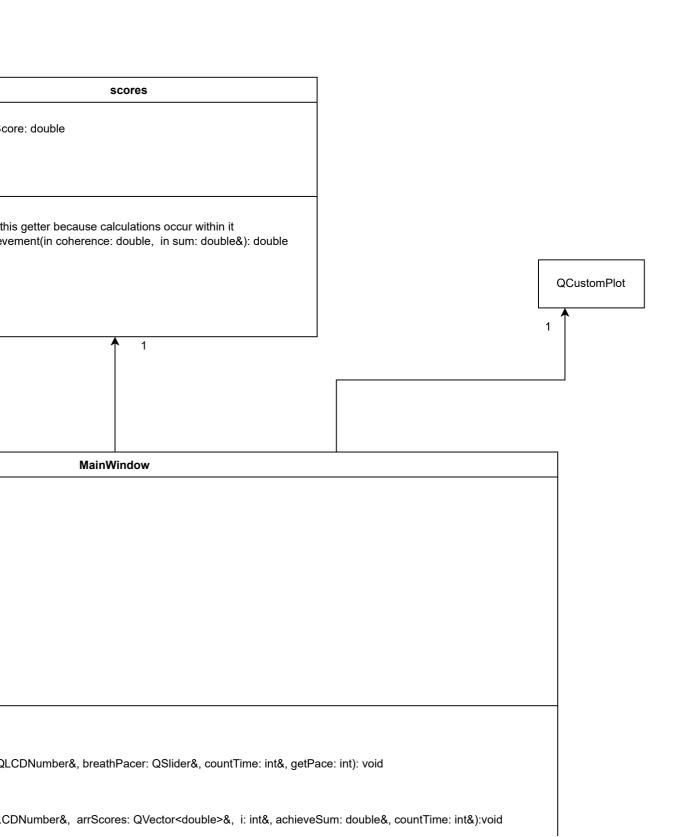
+ startTimer(in timer: QTimer&, countdown: QTimer&, tracker: 0

+ changePowerStatus(in status: bool): void

+ updateMenu(option: QString): void

+ returnToMain(): void + updateDisplay(in timer: QTimer&, coh: QLCDTimer&, ach: QL

+ simulateGraph(): void



1

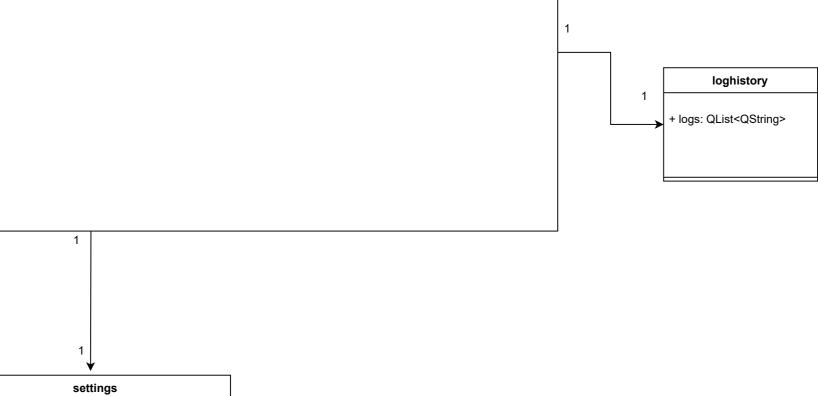
- + updateLights(in color: int): void + drainBattery(): void
- on_powerButton_clicked(): void- on_upButton_clicked(): void- on_downButton_clicked(): void

- on_okButton_clicked(): void on_menuButton_clicked(): void

- on_intertubition_clicked(): void
 on_backButton_clicked(): void
 on_contactButton_clicked(): void
 on_saveButton_clicked(): void
 update_graph(): void
 clear_graph(): void
 on_rechargeButton_clicked(): void

- pace

- level:



int int;