







1

simulateGraph(): void

+ 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\_backButton\_clicked(): void

- on\_contactButton\_clicked(): void

- on\_saveButton\_clicked(): void

- update\_graph(): void

- clear\_graph(): void

- on\_rechargeButton\_clicked(): void

- pace:

- level:

