```objc
- (void)viewTapAction:(UITapGestureRecognizer *)recognizer
{
    [self dismissViewControllerAnimated:YES completion:nil];
}


- (void)updateTime
{
    NSDate *now = [NSDate date];
    elapsedTime = [now timeIntervalSinceDate:startDate];
    int hour = (int)(elapsedTime / 3600);
    int minutes = ((elapsedTime - hour) / 60);
    float seconds = elapsedTime - (hour * 3600 + minutes * 60);
    plotMinutes = minutes + (seconds / 60);

    float diffMinutes = _plotTime - plotMinutes;
    int diff = (int)diffMinutes + 1;
    float minutesRatio = 1.0 - (diffMinutes / _plotTime);
    uxplotView.timeProgress.progress = minutesRatio;
    uxplotView.timeProgressText.text = [NSString stringWithFormat:@"%d", diff];
//    NSLog(@"PLOT%f", plotMinutes);
//    NSLog(@"SECOND%f", seconds);
//    NSLog(@"%f", minutesRatio);

    if (!self.isInput && diffMinutes <= 0.0f) {
        [self endUxPlot];
    }
}


- (void)endUxPlot
{
    [NSObject cancelPreviousPerformRequestsWithTarget:self
                                             selector:@selector(showAlert:)
                                               object:@"UX値を入力しますか?"];

    [updateTimer invalidate];
    [self saveMeasurementResult];

    BlurView *blurView = [[BlurView alloc] initWithFrame:[[UIScreen mainScreen]
bounds]];
    [self.view addSubview:blurView];
    self.navigationController.navigationBarHidden = NO;
}

- (void)updateUXGraph {

    [_plotData addObject:[NSMutableDictionary
dictionaryWithObjectsAndKeys:@(plotMinutes), @"x", @(uxplotView.slider.value), @"y",
nil]];
    uxplotView.plotData = _plotData;
    self.operationSecond = 0.0f;

    uxplotView.slider.value = 0.0f;
    _graphHidden ? [uxplotView.slider setAlpha:1.0f] : [uxplotView.slider
setAlpha:0.1f];
    uxplotView.slider.continuous = YES;

    if (!_graphHidden) {
        uxplotView.hostView.alpha = 1.0f;
        uxplotView.xAxesUnitText.alpha = 1.0f;
        uxplotView.yAxesUnitText.alpha = 1.0f;
        [uxplotView.graph reloadData];
    }
}
```