Live data pulling

Solution:

Read for a period of time and then process for a period of time and then update GUI. Repeat.

Using the high sample rate (no more than 1000hz as it becomes more noisy above that) to sample for a portion of the time and then average the data taken and consolidate to one point. After averaging the data, you call SwingUtilities.invokeLater to plot the data.

Additional Information needed before implementation:

When collecting data from the library you can call a function to get a set of data. Does it take the data from when the method is called or only takes from the time you stopped reading? In other words, will the data pile up into some buffer.

The best way to see this is testing during development.

In addition, you will need feedback from the client as to whether you need to support future machines different machines (RSE vs Differential) and if that needs to be accessible from the GUI