

# Predictor

*MindWave's data analysis program*

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# MindWave: description and expectations



# Goals

<input type="radio"/> Sleeping	63.4167	45.6667
<input type="radio"/> Running	79.3333	62.6667
<input type="radio"/> Reading	72.4	59.4
<input checked="" type="radio"/> Playing	73.0796	56.9115
<input type="radio"/> Nothing		

now you say that you're playing

What are you doing    program's answer

Current Concentration: 75

Current Meditation: 51

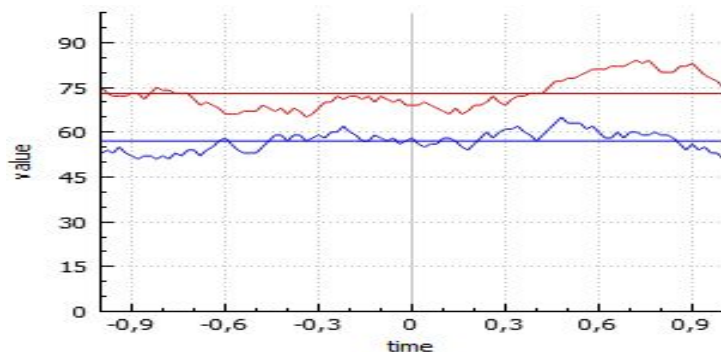
What are you doing    I think, you are sleeping

66

online value

num: 154

time: 23:52:52



# Connection Implementation

## References:

- Sample project has been downloaded [here](#) (direct link without registration)
- Produce company's [site name](#)
- And [here](#) you can download all documentation and samples for different platforms

# Interface

Link to the file with saved data from four slots. You can choose your slot in the program and the result will be more accurate



# Implementation details

- Slot1
- Slot2
- Slot3
- Slot4

Actions:

- \* Sleep
- \* Run
- \* Read
- \* Play

```
QVector <PersonalData> person;  
struct PersonalData  
{  
  fields:  
    int NumSleep, ...;  
    double AvConcSleep, ...;  
    double AvMedSleep, ...;  
  methods:  
    double FracSleepConc:  
      return AvConcSleep/NumSleep;  
}
```

# Problems with reaction

<input type="radio"/> Sleeping	63.4167	45.6667
<input type="radio"/> Running	79.3333	62.6667
<input type="radio"/> Reading	72.4	59.4
<input checked="" type="radio"/> Playing	73.0796	56.9115
<input type="radio"/> Nothing		

now you say that you're playing

<input type="radio"/> Sleeping	73.5	49.625
<input type="radio"/> Running	83.75	61
<input type="radio"/> Reading	82.5	58.75
<input checked="" type="radio"/> Playing	69.5789	49.9474
<input type="radio"/> Nothing		

now you say that you're playing

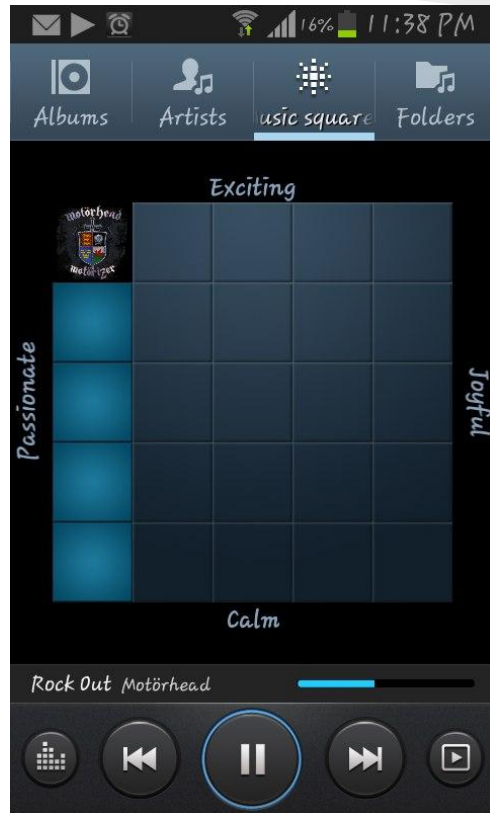
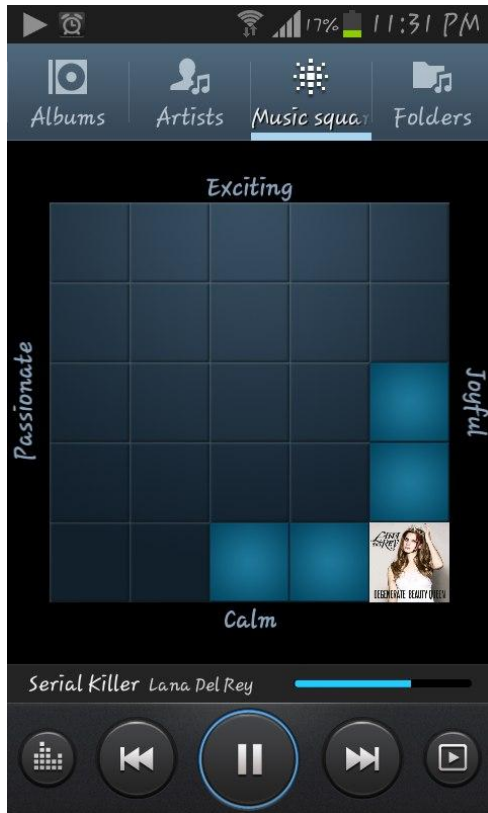
# Debugging approach

```
1  #ifndef VALUES_H
2  #define VALUES_H
3
4  #include "libraries.h"
5
6  int getMeditationValue();
7  int getConcentrationValue();
8
9  #endif // VALUES_H
```

```
1  #include "values.h"
2
3  int Meditation = rand() % 100;
4  int Concentration = rand() % 100;
5
6  int getMeditationValue()
7  {
8      Meditation += rand() % 5 - 2;
9      return Meditation;
10 }
11
12 int getConcentrationValue()
13 {
14     Concentration += rand() % 5 - 2;
15     return Concentration;
16 }
```



# Plans and future steps



Exciting:

- Low meditation

Joyful:

- Low concentration

Calm:

- High meditation

Passionate:

- High concentration

Predictor

Sleeping 63.4167 45.6667  
 Running 79.3333 62.6667  
 Reading 72.4 59.4  
 Playing 73.0796 56.9115  
 Nothing

now you say that you're playing

Start Stop Restart

Test what you do online

—————|

You can choose speed of data's displaying

Write Refresh

What are you doing program's answer

Current Concentration: 75  
Current Meditation: 51

num: 219  
time: 13:22:22

16% 11:38 PM

Albums Artists **music square** Folders

Exciting

Passionate

Motorhead



What are you doing

66 online value

num: 154 time: 23:52:52



Sleeping 63.4167 45.6667  
 Running 79.3333 62.6667  
 Reading 72.4 59.4  
 Playing 73.0796 56.9115  
 Nothing

now you say that you're playing

