

```
#ifndef PRINCIPAL_H
#define PRINCIPAL_H

#include <QMainWindow>
#include "ui_principal.h"
#include "actions.h"

class Principal : public QMainWindow, public Ui::Principal
{
    Q_OBJECT
public:
    explicit Principal()
    {
        setupUi(this);
        robot = new Actions();
        connect(robot, SIGNAL(alerte(QString)), barreEtat, SLOT(showMessage(QString)));
        connect(connector, SIGNAL(clicked()), this, SLOT(seConnector()));
        connect(deconnector, SIGNAL(clicked()), robot, SLOT(seDeconnector()));
        connect(deconnector, SIGNAL(clicked()), this, SLOT(seDeconnector()));
        connect(soumettre, SIGNAL(clicked()), this, SLOT(lancerTaches()));
    }
private slots:
    void seConnector()    { robot->seConnector(adresse->text());
                          connector->setEnabled(false);
                          deconnector->setEnabled(true);
                          }
    void lancerTaches()  { robot->start(); }
    void seDeconnector() { connector->setEnabled(true);
                          deconnector->setEnabled(false);
                          }

private:
    Actions *robot;
};

#endif // PRINCIPAL_H
```