void on\_pushButton\_1\_clicked();   
  
void on\_pushButton\_2\_clicked();   
  
void on\_delButton\_clicked();   
  
void on\_addButton\_clicked();   
  
void on\_saveAsAction\_triggered();   
  
void on\_openAction\_triggered();   
  
void on\_exitAction\_triggered();   
  
void on\_delFlatBut\_clicked();