

MainActivity.MyView

- motion

 circleAvailable motionStartFlag

- plp

- clp startPtArr

oldPtArr

- ptArr start - startFlag

- INVALID CIRCLE

- INVALID DIRECTION - DIRECTION DOT DIRECTION DOWN

 DIRECTION LEFT - DIRECTION UP - DIRECTION RIGHT

+ MyView()

+ initialize() + onTouchEvent() + motionCheck()

- SWIPE MIN DISTANCE

+ checkTouchedCircle()

+ startMultiTouch()

+ checkDirection() # onDraw()