Okay Bay currents app code was apparently written in Objective C (hence the .m and .h files).

This is for Mac Os X machines. We may be able to translate to python? Or some other code.

Code was written by Guilherme Carvalho

There appear to be separate builds for the ipad and the iphone/OsX.

Classes directory has most of the code.

Resources has what appear to be nothing off interest

Sfsu.xcodeproj Xcode project files and possibly compile files?

Main.m uses UIKit apple developer interface kit for apps. Note there is something else called UIKit on github which appears to be something else though possibly related.

Entitlements.plist is an xml document referencing an apple dtd.

MainWindow.xib this is supposed to be associated with and UIViewController. The file is an xml document. The document contains the layout of the interface. May need some apple code to actually see what this looks like.

Classes:

AboutView

AQXMLParser

ArrowAnnotation

Buoy

ByteUtils

CacheManager

CDataScanner

CDataScanner\_Extensions

CJSONDataSerializer

CJSONDeserializer

CJSONScanner

CJSONSerializer

ColorUtils

Constants

CSerializedJSONData

Datasource

DatasourceManager

DDAnnotation

DDAnnotationView

iPhoneNonatomic

MapView

NSCharacterSet\_Extensions

NSDataBase64

NSDictionary\_JSONExtensions

NSScanner\_Extensions

ResourceManager

RMSTracker

SeaFile

SeaSpeed

SfsuAppDelegate

SfsuViewController

SfsuXMLParser

SizePositionConstants

StreamUtils

TextUtils

TouchXML

TreeNode

UITabBarController

XMLParser