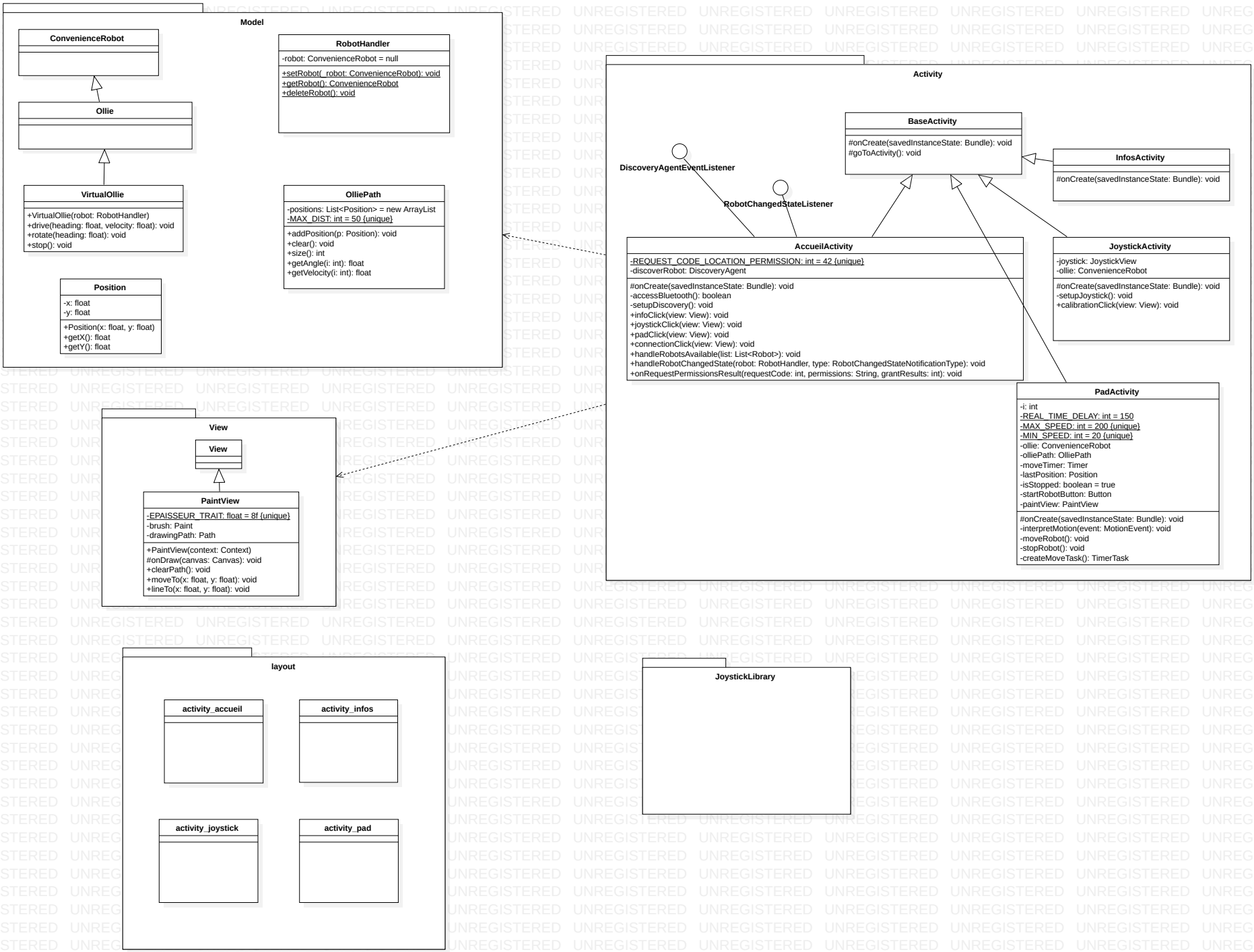
Model.mdj


Model
ConvenienceRobot
Ollie
VirtualOllie
+VirtualOllie(robot: RobotHandler)
+drive(heading: float, velocity: float): void
+rotate(heading: float): void
+stop(): void
RobotHandler
-robot: ConvenienceRobot = null
+setRobot(_robot: ConvenienceRobot): void
+getRobot(): ConvenienceRobot
+deleteRobot(): void
OlliePath
-positions: List<Position> = new ArrayList
-MAX_DIST: int = 50 {unique}
+addPosition(p: Position): void
+clear(): void
+size(): int
+getAngle(i: int): float
+getVelocity(i: int): float
Position
-x: float
-y: float
+Position(x: float, y: float)
+getX(): float
+getY(): float
Activity
BaseActivity
#onCreate(savedInstanceState: Bundle): void
#goToActivity(): void
DiscoveryAgentEventListener
RobotChangedStateListener
InfosActivity
#onCreate(savedInstanceState: Bundle): void
AccueilActivity
-REQUEST_CODE_LOCATION_PERMISSION: int = 42 {unique}
-discoverRobot: DiscoveryAgent
#onCreate(savedInstanceState: Bundle): void
-accessBluetooth(): boolean
-setupDiscovery(): void
+infoClick(view: View): void
+joystickClick(view: View): void
+padClick(view: View): void
+connectionClick(view: View): void
+handleRobotsAvailable(list: List<Robot>): void
+handleRobotChangedState(robot: RobotHandler, type: RobotChangedStateNotificationType): void
+onRequestPermissionsResult(requestCode: int, permissions: String, grantResults: int): void
JoystickActivity
-joystick: JoystickView
-ollie: ConvenienceRobot
#onCreate(savedInstanceState: Bundle): void
-setupJoystick(): void
+calibrationClick(view: View): void
PadActivity
-i: int
-REAL_TIME_DELAY: int = 150
-MAX_SPEED: int = 200 {unique}
-MIN_SPEED: int = 20 {unique}
-ollie: ConvenienceRobot
-olliePath: OlliePath
-moveTimer: Timer
-lastPosition: Position
-isStopped: boolean = true
-startRobotButton: Button
-paintView: PaintView
#onCreate(savedInstanceState: Bundle): void
-interpretMotion(event: MotionEvent): void
-moveRobot(): void
-stopRobot(): void
-createMoveTask(): TimerTask
View
View
PaintView
-EPAISSEUR_TRAIT: float = 8f {unique}
-brush: Paint
-drawingPath: Path
+PaintView(context: Context)
#onDraw(canvas: Canvas): void
+clearPath(): void
+moveTo(x: float, y: float): void
+lineTo(x: float, y: float): void
layout
activity_accueil
activity_infos
activity_joystick
activity_pad
JoystickLibrary