Connection Flight Gear

Algorithms

+Class : ModelContainer Part2   
+ void play()  
+ void stop()  
+ void pause()   
+ void get Property(String name)  
+ void getPropertyColumNumber(String name)  
+ void addChangeDataListener(ChangeDataListener cd)  
+ void addTimeDataListener(ChangeTimeUIListener ct)  
+ double getLength()  
+ void changeTimeStamp(int value)  
+ void changeTimeStamp(int value)  
+ void onSelectedColumnFromList(String value)  
+int getColumNumberFromSelectedColumn(String selectedItem)  
+ void setUpdateDetectorUiListener(UpdateDetectorUIListener mUpdateDetectorUiListener)  
+ CorrelatedFeatures getCorletedFeature()  
+void setSelectedAlgo(String selectedAlgo)  
+void updateCanvas()  
}

+Class : ModelContainer Part 1 {  
+static final String *Rudder*+static final String *Throttle*+static final String *AirSpeed*+static final String *Altimeter*  
+static final String *Aileron*+static final String *Elevator*+static final String *Roll*+static final String *Pitch*+static final String *Yaw*+ Settings *settings {set;}*  
+TimeSeries *timeSeries{set;}*  
+Player *player*  
+SocketSender *FGConnection*  
+ChangeChartListener *chartListener{set;}*  
+UpdateDetectorUIListener *uiListener*  
+CorrelatedFeatuers *correlatingFeatures  
+* UpdateCanva *canvas{set;}*- final ArrayList<TimeSieresAnomalyDetector> *detectors*- final List<CorrelatedFeatures> *coleatedFeatures*- TimeSieresAnomalyDetector *selectedAlg*Future *longRunningTaskFuture*ExectutorService *executorService*+ void addDetector(TimeSieresAnomalyDetector Tsad)  
+ Boolean isSettingSet

}

+Class FlightGearSettingsReader  
+Class Property  
+Class PropertyList  
+Class Settings {  
- static final String *DATA\_SAMPLING\_RATE\_TAG*- static final String *FLIGHT\_GEAR\_PORT*-List<Property> propertyList{get; set; }  
- int dataSamplingRate{get; set;}  
- int flightGearPort{get; set;  
- static Settings fromDoc(Document doc)

}

+Class Player {   
- int ratio  
- int length  
- TimeSeries ts  
- Settings settings  
- final static int *MILISECONDS* = 1000;  
- int curTimeStamp   
- int secs  
- final List<ChangeDataListener> changeDataListeners   
- final List<ChangeTimeUIListener> uiListeners   
- final ScheduledExecutorService scheduler   
+ void setTimeSeries(TimeSeries timeSeris)  
+ void setSettings(Settings settings)  
+ void addChangeDataListener(ChangeDataListener ChangeDataListener)  
+ void addTimeChangeListener(ChangeTimeUIListener changeTimeUIListener)  
+ void play()  
+ void pause()  
+ void **setTimeStamp**(**int timeStamp**)  
+ void setClock(int seconds)  
+ void stop()  
+ int getLength()  
+ void injectTimeStamp(int value)   
+ int getCurrentTimeStamp()  
}

}

Player

+Class: SocketSender {  
- Socket mSocket  
- int mPort  
- PrintWriter mOut  
+ SocketSender(int Port)  
+ void initSocket()  
- void static String convertFloatToStringLine(float[] arr, String separator)  
+ void onChangeData(int timeStamp,float[] values)  
}

Settings

+Class: AnomalyReport  
+Class: Commands  
+Class: CorrelatedFeatures  
+Class: Line  
+Class: Point  
+Class: Statlib  
+Class: TimeSeries

Data

+Class: HelperUtility  
+Class :HybridDetector  
Interface : SimplyAnomalyDetector  
+Class: ZscoreDetector

Class: Circle

Models

Model

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