Class Diagram FlightGear Telnet Client Activity_main.xml MainActivity.java FlightGearPlayer.java vm: ViewModel - executor: ExecutorService - fgSocket: Socket joystickView: Joystick - outputPrinterForFg: PrintWriter + onCreate(Bundle): void + connect(String, int): void + createSeekBarListeners(): void + changeAileron(double): void + onConnectClick(View): void + changeRudder(double): void + changeElevator(double): void + initViewColors(): void + changeThrottle(double): void Joystick.java ViewModel.java - centerX: float - FGModel: FlightGearPlayer + connectClicked(String, int): void - centerY: float - baseRadius: float + onRudderChange(double): void - hatRadius: float + onAileronChange(double): void + joystickCallback: JoystickListener + onElevatorChange(double): void - ratio: int + onThrottleChange(int): void + setupDinensions(): void joystickViewDrawSettings(): void + drawJoystick(float, float): void + surfaceCreated(SurfaceHolder): void + onTouch(View,MotionEvent): boolean