es.farfuteam.vncpp.model.ObservableCanvas

+ ObservableCanvas()
+ addObserver(observer : ObserverCanvas)
+ notifyIniFrame(data : int[], offset : int, x : int, y : int, width : int, height : int, realWidth : int, realHeight : int)
+ notifyRedraw(x : int, y : int, width : int, height : int)
+ notifyFinish()

es.farfuteam.vncpp.view.CanvasView

+ CanvasView(context : Context, attrs : AttributeSet)
+ getRealHeight() : int
+ getRealWidth() : int
+ getScale() : float
+ setScale(scale : float, scaleX : float, scaleY : float)
+ startDrag()
+ endDrag()
+ reDraw()
+ initCanvas(data : int[], offset : int, stride : int, x : int, y : int, width : int, height : int)

-observer

-canvas

«interface»
es.farfuteam.vncpp.model.ObserverCanvas

+ updateIniFrame(data : int[], offset : int, x : int, y : int, width : int, height : int, realWidth : int, realHeight : int)
+ updateRedraw(x : int, y : int, width : int, height : int)
+ updateFinish()

es.farfuteam.vncpp.controller.CanvasActivity

+ onConfigurationChanged(newConfig : Configuration)
+ onMenuItemSelected(featureId : int, item : MenuItem) : boolean
+ onKeyDown(keyCode : int, evt : KeyEvent) : boolean
+ dispatchKeyEvent(event : KeyEvent) : boolean
+ onKeyUp(keyCode : int, evt : KeyEvent) : boolean
+ onTouchEvent(event : MotionEvent) : boolean
+ onUpMouse(e : MotionEvent) : boolean
+ updateRedraw(x : int, y : int, width : int, height : int)
+ updateIniFrame(data : int[], offset : int, x : int, y : int, width : int, height : int, realWidth : int, realHeight : int)
+ updateFinish()
+ showKeyboard()
+ sendTextDialog() : Dialog
+ passwordNeededDialog() : Dialog
+ createServerNotFoundDialog() : Dialog
+ exitDialog() : Dialog
+ serverInterruptConexionDialog() : Dialog
+ timeExceededDialog() : Dialog
+ comboEventsDialog() : Dialog
+ functionKeysDialog() : Dialog
+ openHelpDialog() : Dialog
+ centerImageCanvas()

es.farfuteam.vncpp.view.SlideListFragment

+ onCreateView(inflater : LayoutInflater, container : ViewGroup, savedInstanceState : Bundle) : View
+ onActivityCreated(savedInstanceState : Bundle)
+ onListItemClick(listView : ListView, view : View, position : int, id : long)

Diagram: Canvas Page 1