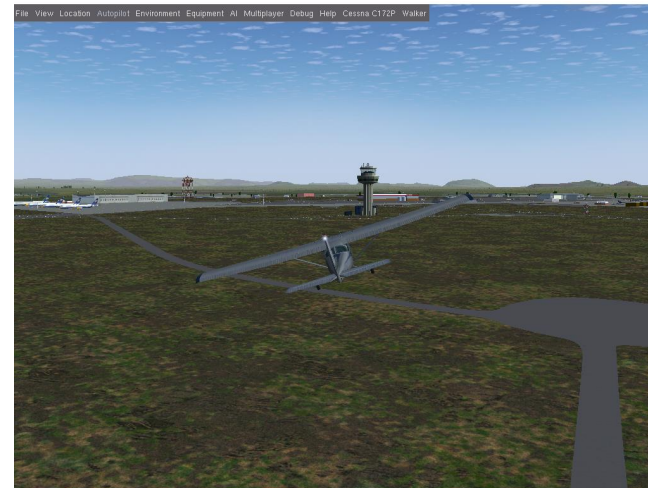# Android Flight Remote Control App

Made as an exercise for course Advanced Programming 2 (89210) in Bar Ilan university.

By Itay Hoch and Nitay Reiter.
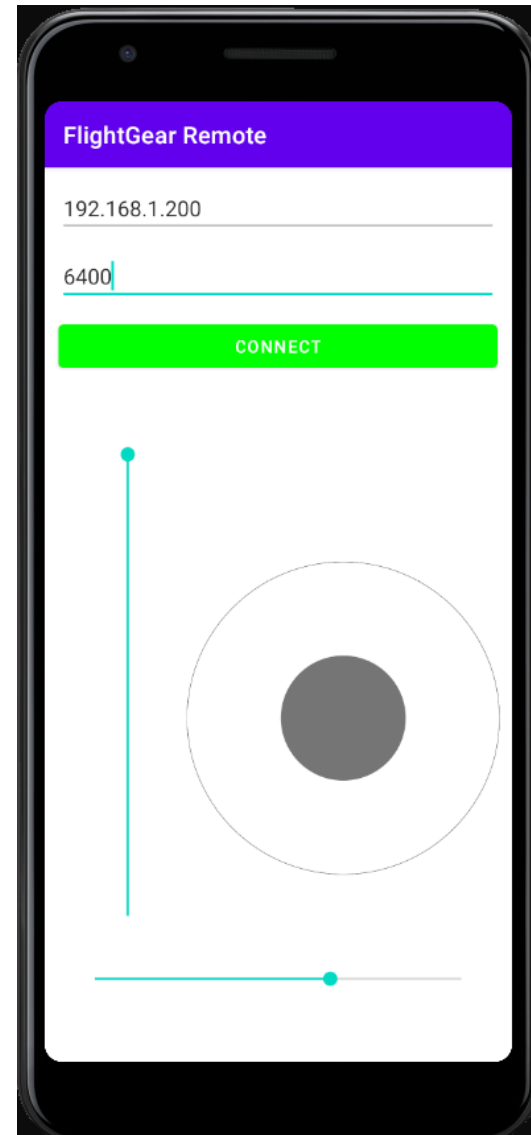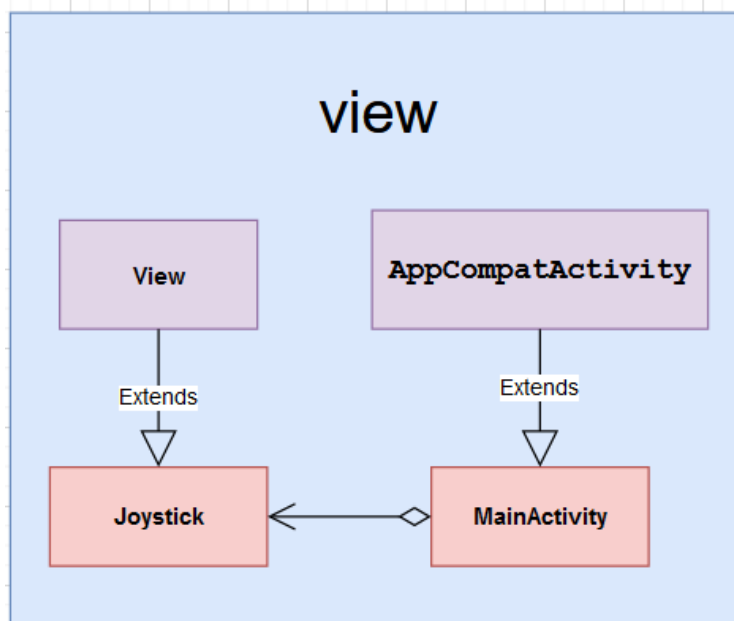
The App

- Joystick Remote control for flight simulator (FlightGear)
- Written with kotlin.
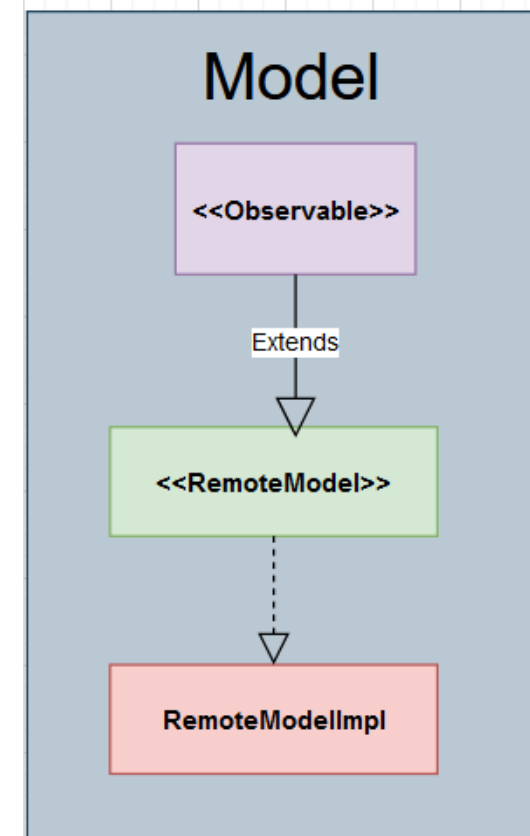- For android platform

The View

- ▶ Handles the canvas drawings and touch events.
- ▶ Contains a custom view: Joystick.
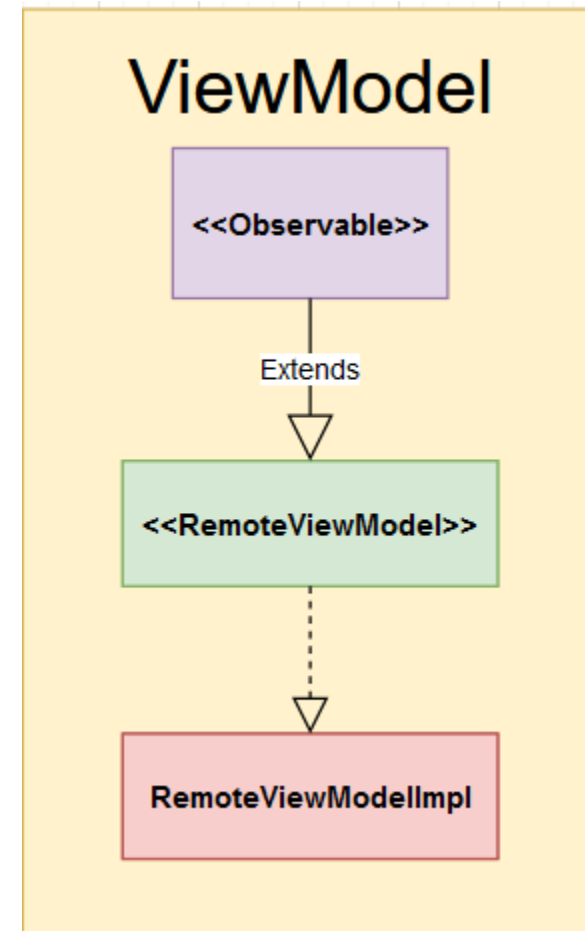- ▶ Can call view model methods and properties.

The Model

- Hold data about the state of the plane.
- Send data to Flight Gear server.
- Use Active Object pattern to run different tasks.
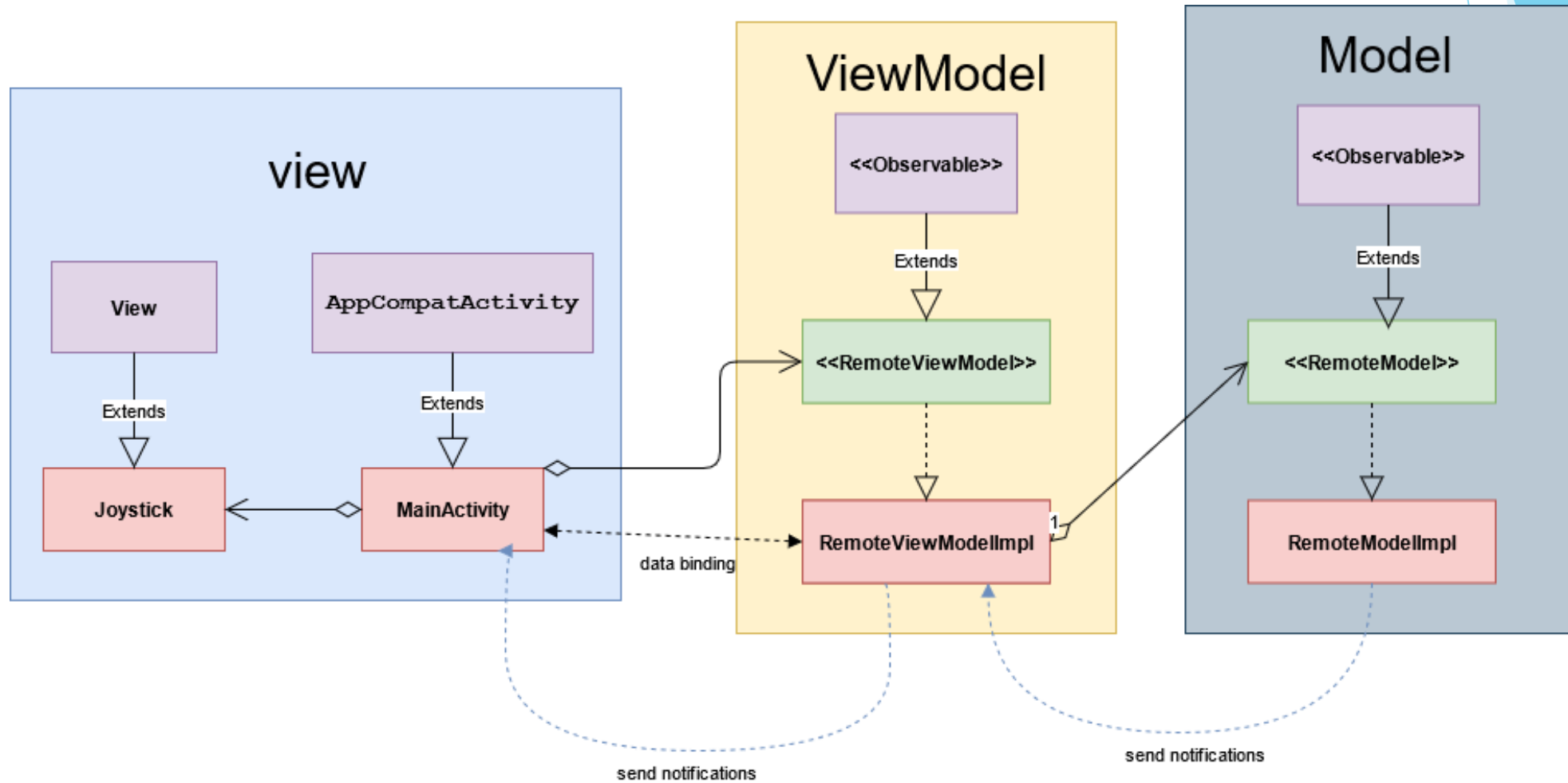- Can notify the View Model about changes.

The View Model

- Can access the Model properties and methods.
- Data binded with the view.

Class diagram

Demo