

# Introduction

# Namespace FlightSimCapstone

## Classes

### [ArduinoCommunicationUtility](#)

This class contains methods used to detect, read, and handle Arduino serial data .

### [ArduinoPortMapping](#)

This class is serialized to JSON data to save Arduino port mapping states defined in the dev form (DevForm.cs).

### [BaseDependencyUtility](#)

Holds several methods used to check software and hardware dependencies. These methods are called when an instances of forms are created, or when Button events are fired.

### [DevForm](#)

Form Object for the Developer Form. Can be accessed by pressing F6 in the Utility Form.

### [GraphicalInterface\\_Left](#)

This module holds graphical elements to be displayed in the Left Side of the Instrumentation Panel

### [GraphicalInterface\\_Right](#)

This module holds graphical elements to be displayed in the Right Side of the Instrumentation Panel

### [SimConnectUtility](#)

This class provides various methods to handle the creation, termination, and data handling of the SimConnect client.

### [UtilityForm](#)

Form object for Utility Window

## Enums

### [SimConnectUtility.SIMCONNECT\\_NOTIFICATION\\_GROUP\\_ID](#)