ControllerImp

- createHeader : ArrayList<Chunk>

- browseOverviews : ArrayList<Chunk>

- browseDetails : ArrayList<Chunk>

- followTour : ArrayList<Chunk>

- waypointRadius: double

- waypointSeperation: double

- mode: double

- stage: Stages

- tourlist: HashMap<String,Stages>

- locations: HashMap<String,ListLocation>

- curStage: int

<<Interface>>
Controller

~ startNewTour(String id, String title, Annotation annotation): Status
~ addWaypoint(Annotation annotation): Status
~ addLeg(Annotation annotation): Status
~ addLeg(Annotation annotation): Status
~ endNewTour(): Status

~ showTourDetials(String id): Status
~ shouTourOverview(): Status
~ followTour(String id): Status
~ endSelectedTour(): Status
~ setLocation (double easting, double northing)
~ getOutput(): List<Chunk>

Stages

+ stage: int

+ numWaypoints: int

+ numLeg: int

+ stageAndLeg: HashMap<Integer,Annotation>

+ stageAndWaypoint: HashMap<Integer,Annotation>

+ increaseStage()

+ addWaypoint(Annotation waypoint)

+ addLeg(Annotation leg)

ListLocation

- loc: ArrayList<Displacement>

+ out (): ArrayList<Displacement>

Displacement

+ east: double

+ north: double

+ distance(): double

+ bearing(): double

Displacement2

+ x1: double

+ y1: double

+ x2: double

+ y2: double

+ Displacement2(Displacement d1, Displacement d2)

+ distance(): double

+ bearing(): double