

# FlightSimulatorControl

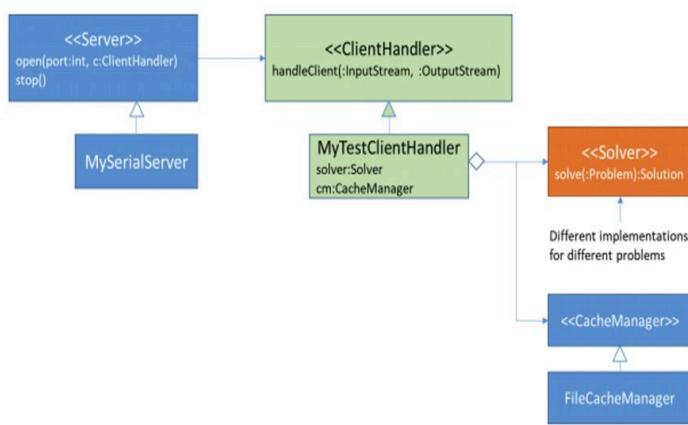
**In this project we created a JavaFX Desktop Application made for Advanced Software Development course at the College of Management Academic Studies. conducted by Dr. Eliahu Khalastchi.**

**Project goal is to build a desktop application that connecting to FlightGear flight simulator and gets all the flight data and writing back to FlightGear server with our custom script language.**

## Server -

In this section we designed generic server that can be reuse in other applications.

### THE SERVER SIDE



We used the Bridge Design pattern to separate between the objects that solve the problems and the objects that represents the problems.

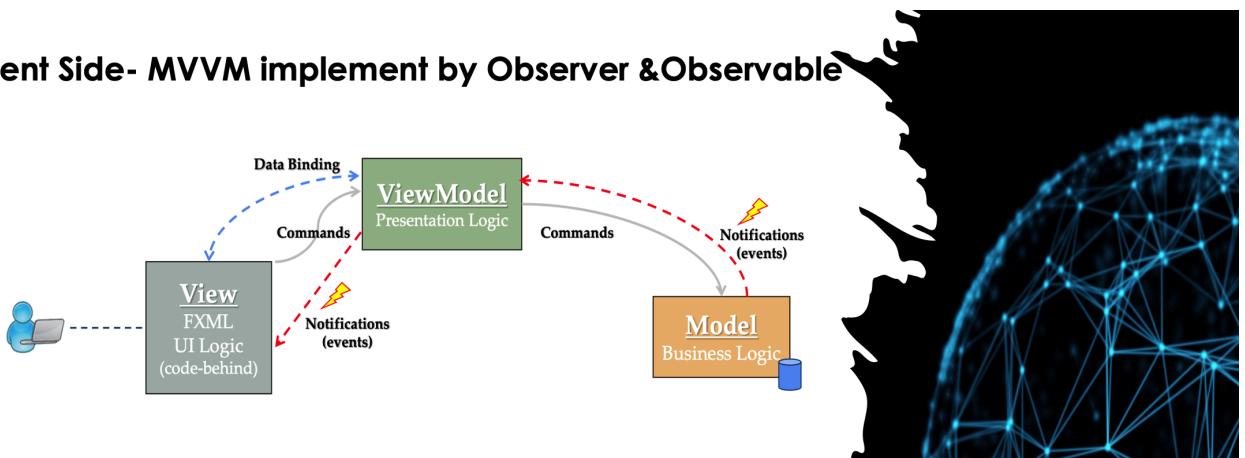


## Client -

In this section we implemented MVVM design. The mvvm design pattern that facilitates the separation of the development of the interface (the view) – be it via a markup language or GUI code – from the development of the business logic or back end logic.

- **Model** – Responsible for our business logic, such as algorithms and data access.
- **View Model** – It passes commands from the View to the Model, and its purpose is to separate the View from the Model.
- **Data Binding** – Implemented by Observer & Observable design pattern.

Client Side- MVVM implement by Observer &Observable



GUI



