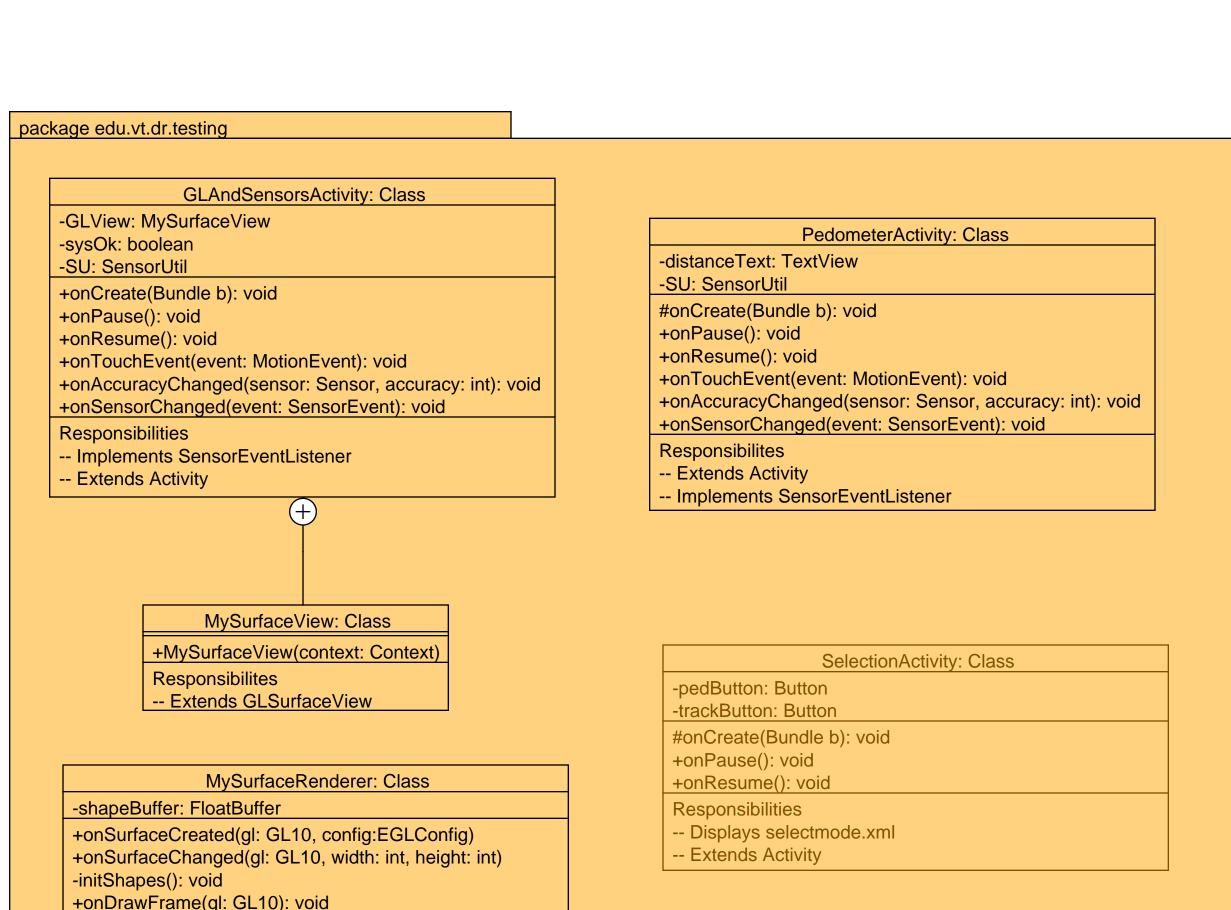


package edu.vt.dr.map Object: Class **GLRenderer: Class** -vertexBuffer: FloatBuffer +room: Object -textureBuffer: FloatBuffer +theman: Object +table: Object +boundaries_: Wall -iconID_: int +podium: Object +desk0-35: Object -texture[]: float -ROW1_Y: float -texture[]: vertices -ROW2_Y: float +Object(iconID: int, dimension_x: float, dimension_y: float, dimension_z: float, -ROW3 Y: float position_x: float, position_y: float, position_z: float) -ROW4 Y: float +draw(gl: GL1) -context: Context +loadGLTexture(gl: GL10, context: Context) +GLRenderer(context: Context) Responsibilities +onDrawFrame(gl: GL10): void -- Holds Wall object class +onSurfaceChanged(gl: GL10, width: int, height: int): void (+)+onSurfaceCreated(gl: GL10, config: EGLConfig): void Responsibilities -- Draws PAM3010 map on screen -- Implements Renderer Wall: Class -- Imports OpenGL +top_: float +bottom : float TheFloor.java +left_: float -vertexBuffer: FloatBuffer +right_: float -texture[]: vertices +Wall(top: float, bottom: float, left: float, right: float) +TheFloor() +draw(gl: GL10) Responsibilities -- Creates object of the Floor

-- Imports Kronos GL10

Dead Reckoning Package UML Roger Baker

> Mike Hutton Kim Do



Responsibilites

--Implements GLSurfaceView.Renderer

