

OnMapReadyCallback

extends



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```
-map: GoogleMap
-binding: Binding
-fusedLocationProviders: List<FusedLocationProvider>
-supportLocation: Boolean
-spType: String
-btFind: Boolean
-btUbi: Boolean
-mainHeader: String
-progress: Progress
-REQUEST: String
-latitude: Double
-longitude: Double
-radioBeacon: Boolean
-placeName: String
-placeType: String
-currentLocation: Location
-marcado: Boolean
-currentLocation: Location
-ruta: List<Location>
-currentLocation: Location
-coordMap: Map<String, Location>
-distance: Double
-rutaActual: List<Location>
-mLocation: Location
-UPDATE: Boolean
-FASTEST: Boolean
-flecha: Boolean
```



MapsActiv

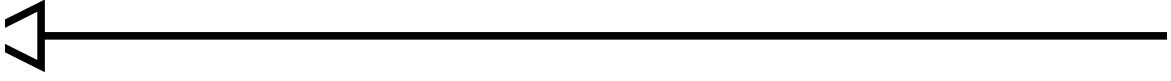
```
oogleMap
g: ActivityMapsBinding
ocationClient: FusedLocationProviderCli
tMapFragment: SupportMapFragment
: Spinner
: Button
acion: Button
ndler: Handler
ssDialog: progressDialog
T_PERMISSION_CODE: const int = 100
dUsuario: double = null
udUsuario: Double = null
usqueda: int = 5000
ameList: Array<String> = ["Banco", "Hosp
ypeList: Array<String> = ["bank", "hospi
tPlace: int = -1
oresList: List<HashMap<String, Object>> =
tMarker: int = -1
objectRuta = null
tMarcadorRuta: int = -1
arcadorRuta: LatLng = null
ciaMinMarcador: float = 20
tiva: bool = false
ionRequest: LocationRequest = null
_INTERVAL: long = 1000
T_INTERVAL: Long = 500
PuntoRuta: Marker = null
PuntoRuta: Marker = null
```

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ital", "Bar", "Edificios Universidad"]  
ital", "bar", "university"]
```

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: null
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TimeTableActivity

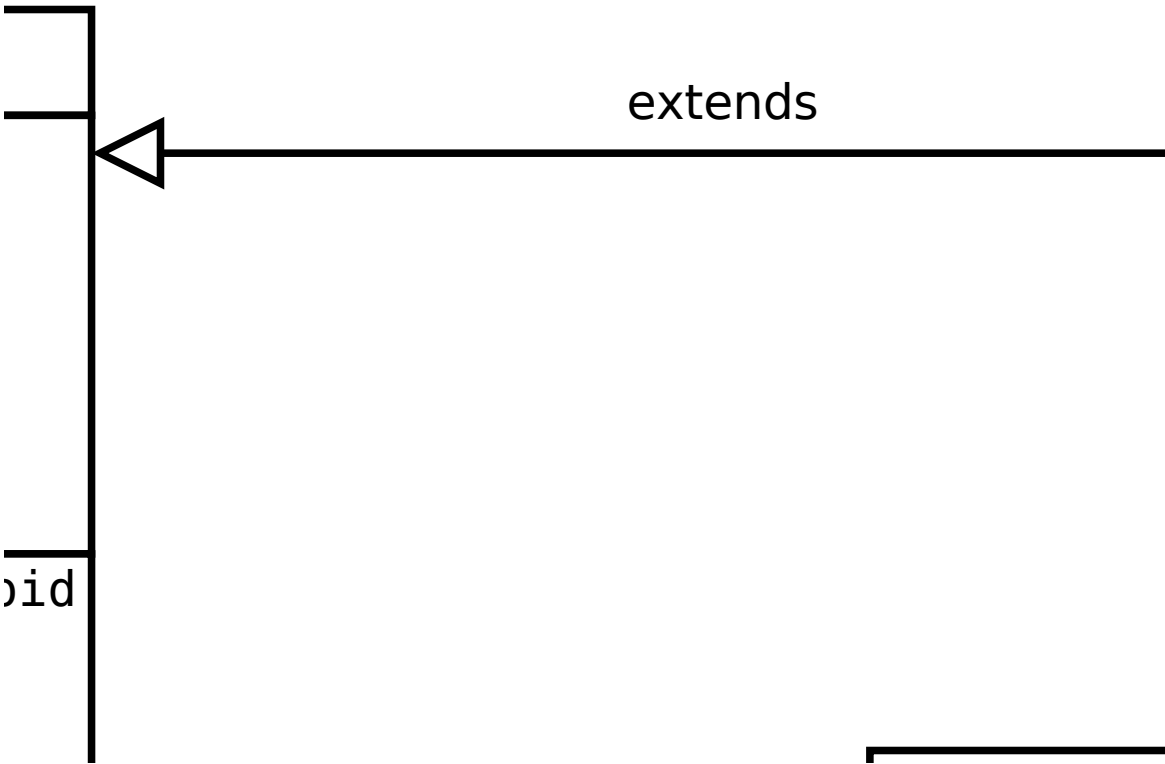
+Create(savedInstanceState:Bundle): void

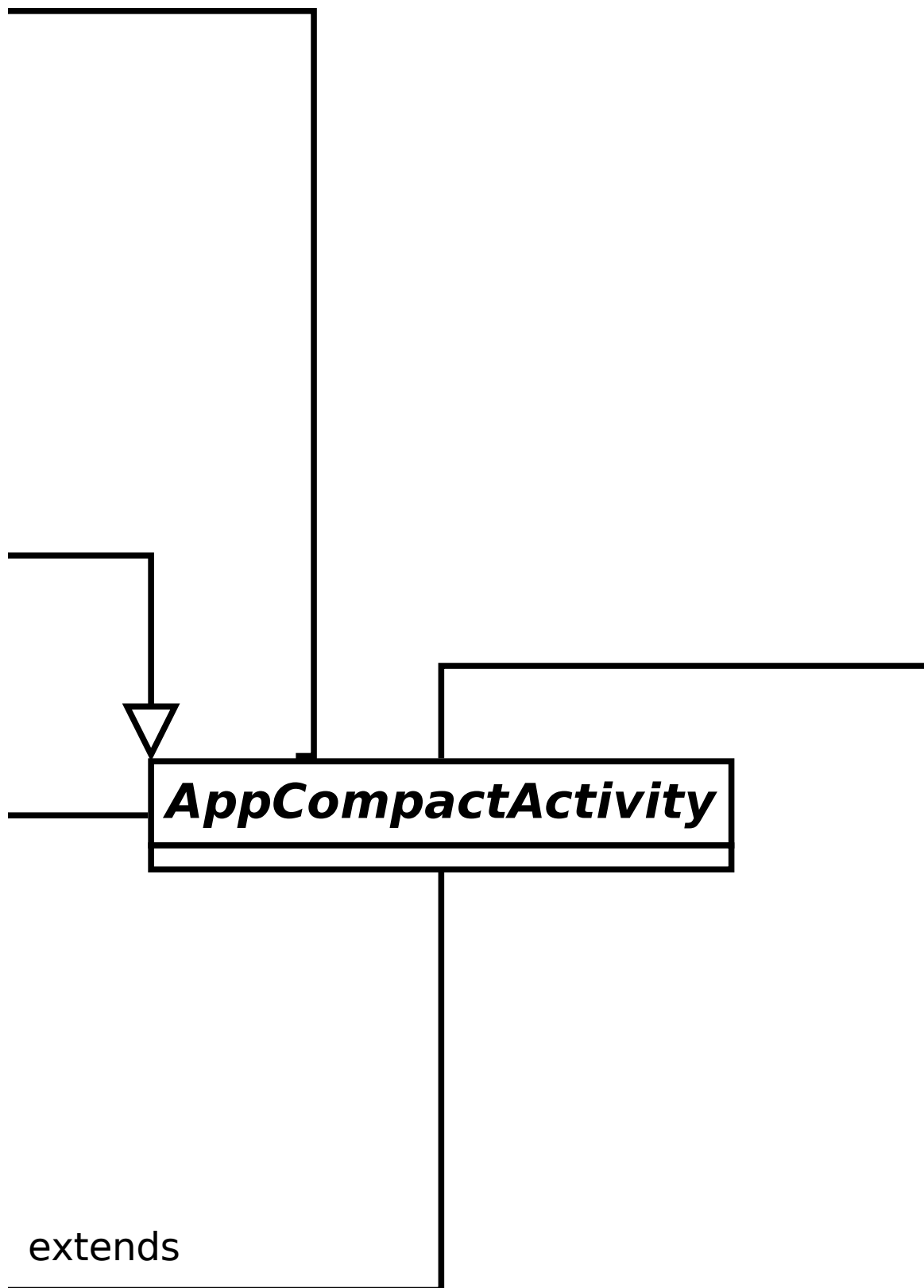


MainActivity

-enPausa: bool
-yaLlamado: bool
-xPosIni: float
-yPosIni: float
-xPosFin: float
-yPosFin
-contDedos: int

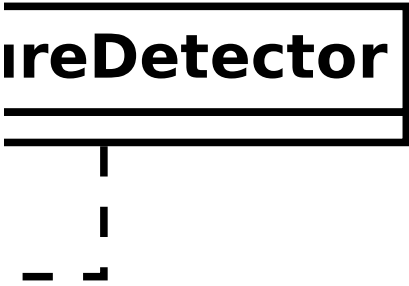
+onCreate(savedInstanceState:Bundle): void
+iniciarBotones(): void
+onTouchEvent(event:MotionEvent): bool
+onDraw() void







extends





- Tlechna
- gravity
- x: flo
- y: flo
- z: flo
- lastUp
- swipeE

- +onCrea
- comprol
- actual
- pasarS
- mostra
- mostra
- getUrl
- getUrl
- reinic
- pasarS
- aniadi
- obtene
- onMapR
- Bitmap
- activa
- status
- buildA
- startL
- onLoca
- actual
- checkF
- onRequ

Dibujada: bool = false

y: FloatArray

at = 0

at = 0

at = 0

date1: long = 0

xit: bool = false

te(savedInstanceState:Bundle): void

barUsuarioEnMarcadorRuta(): void

izarMarcadorRuta(i:int): void

iguienteMarcadorRuta(): void

rRuta(): void

rPuntosRuta(): void

ForRoute(): String

ForMarcadores(): string

iarMarcadoresMapa(): void

iguienteMarcador(): void

rTodoMarcadoresMapa(): void

rUltimaUbicacion(): void

eady(googleMap:GoogleMap): void

FromVector(context:Context,vectorResId:i

rUbicacionEnMapa(): void

Check(): void

lertMessageNoGps(): void

ocationUpdates(): void

tionChanged(location:Location): void

izarFlechaMarcador(): void

orPermission(permission:String,name:Stri

requestCode:int): void

estPermissionsResult(requestCode:int,

.nt): BitmapDescriptor

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✓

```
+onPause(): void  
+onResume(): void
```

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```
-sensorManagerPodometro: SensorManager  
-sensorManagerBrujula: SensorManager  
-sensorManagerAcelerometro: SensorManager  
-sensorPodometro: Sensor  
-sensorBrujula: Sensor  
-sensorAcelerometro: Sensor  
-currentSteps: int = 0  
-referencia: bool = false  
-referenciaGiro: float = 0  
-perdido: bool = false  
-giro: float = 0  
-instruccionesRuta1: Array<String> = ["  
-instruccionesEscalera34: Array<String>  
-instrucciones: TextView  
-textGesto: TextView  
-imagen: ImageView  
-primeraInstruccionRuta36: bool = false  
-segundaInstruccionRuta36: boolean = fa  
-terceraInstruccionRuta36: bool = false
```



clasesActivity

er

Salga por la puerta de la clase", "Gire
= ["Gire a la derecha", "Ande todo rect

lse



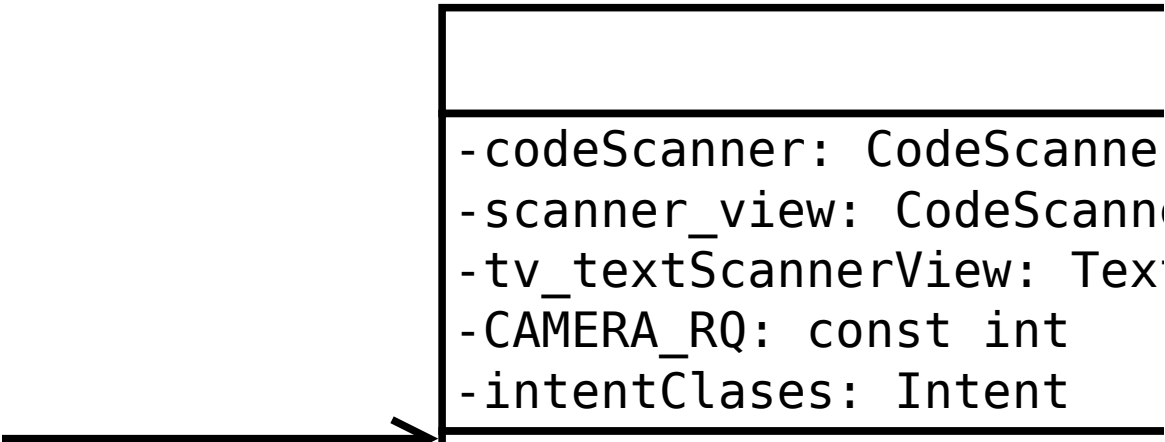
a la derecha", "Camine recto hasta enco
:o hasta llegar a la clase 3.6"]

SensorEventListener

extends



Entrar la clase 3.6"



```
-codeScanner: CodeScanne  
-scanner_view: CodeScann  
-tv_textScannerView: Tex  
-CAMERA_RQ: const int  
-intentClases: Intent
```

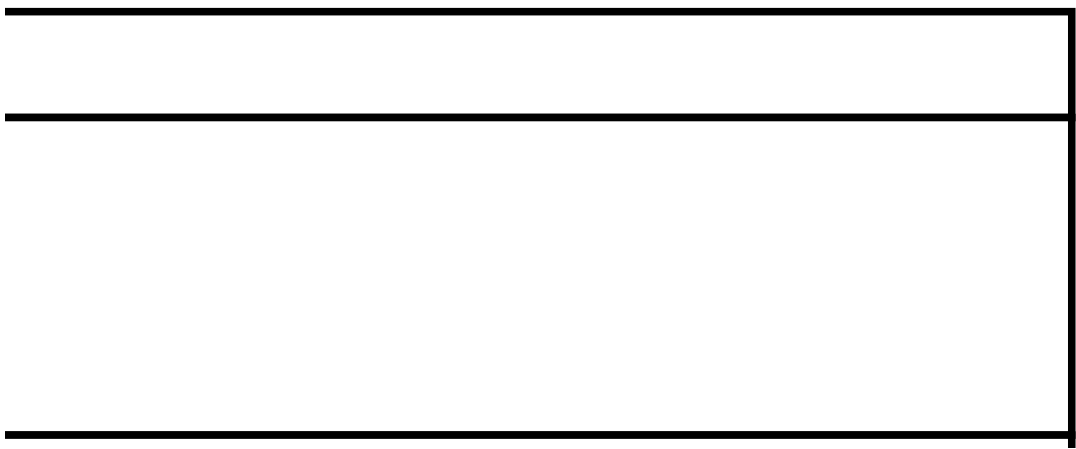


qrActivity



r
erView
tView






- showDi

```
        permissions:Array<S  
        grantResults:Array<  
alog(permission:String,name:string,  
    requestCode:int): void
```

```
string>,  
int>): void
```



```
-terceraInstruccionPerdido36: bool = false
-primerInstruccionPerdido36: bool = false
-segundaInstruccionPerdido36: bool = false
-cont: int = 0
-ACTIVITY_RQ: const int = 101
-CAMERA_RQ: const int = 102
-lastUpdate: long int = 0
-last_x: float = 0
-last_y: float = 0
-last_z: float = 0
-SHAKE_THRESHOLD: const int = 200
-agitacionDetectada1: bool = false
-agitacionDetectada2: boolean = false
```

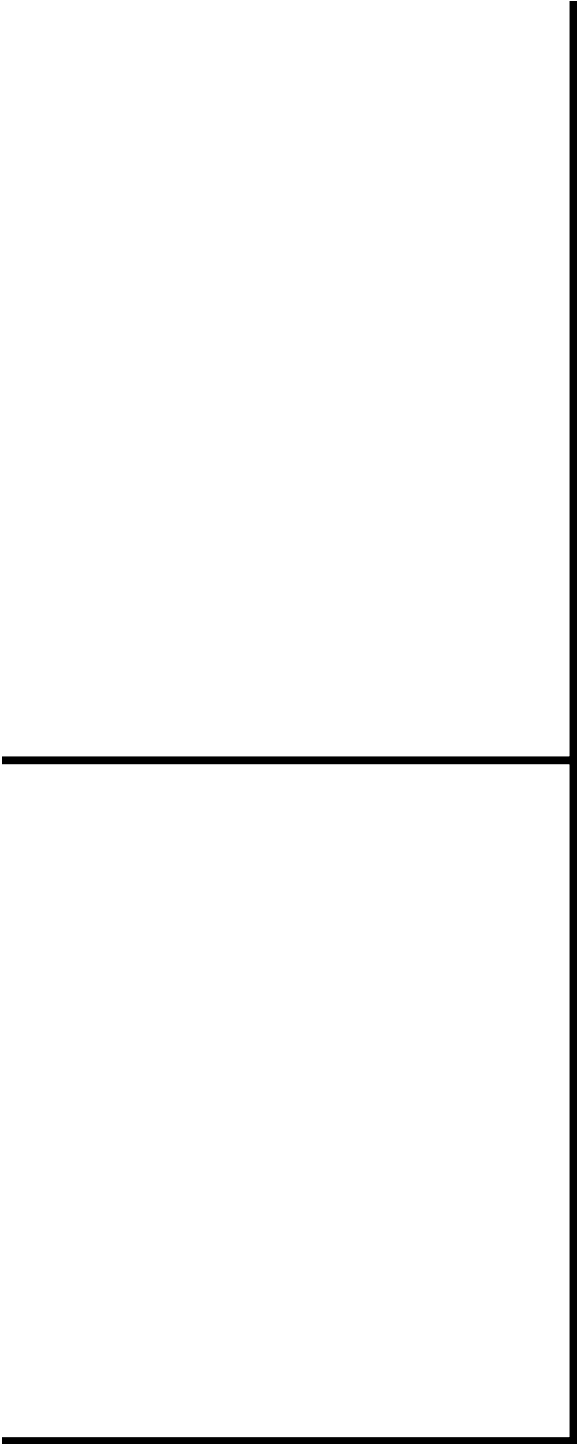
```
+onCreate(savedInstanceState: Bundle?): void
+onSensorChanged(event: SensorEvent?): void
+onStop(): void
+onResume(): void
+ruta1(): void
+rutaEscalera34(): void
-estaPerdido(): void
-activarQR(): void
-checkForPermission(permission: String, name: String): bool
+onRequestPermissionsResult(requestCode: int, permissions: List{String}, grantResults: List{bool}): void
-showDialog(permission: String, name: String): void
```

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l): void
): void

ame:String,requestCode:int): void
:int,permissions:Array<String>,grantResu
ng,requestCode:int): void

lts:Array<int>): void



```
✓ +onCreate(savedInstanceState:  
  -codeScanner(): void  
  +onResume(): void  
  +onPause(): void  
  +checkForPermission(perm.  
  +onRequestPermissionsResult  
  +showDialog(permission:s
```

```
tate:Bundle): void
```

```
ission:string,name:string,requestCode:ir
ult(requestCode:int,permissions:Array<St
tring,name:string,requestCode:int): voic
```

```
nt): void  
:ring>,grantResults:Array<int>): void  
|
```
