**Server**

**OpenAppButton**

**InputAddressForm**

**ApplicationControl**

**createMap()**

**submitDataToApplication()**

**submitAddressToServer()**

**submitAddress()**

**displayMap()**

**submit()**

**fillContents()**

**<<destroy>>**

**press()**

**<<create>>**

**<<create>>**

**LCD**

**displayMap()**