

CODE

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**MOST COMPLEX PART OF THE CODE:**

1) **Sensor management and Calcuations:**

public void onSensorChanged(SensorEvent event) {

Sensor sensor = event.sensor;

// pointer movement treshold

//benchmark Nexus 4

//sensiitivity

if(sensor.getType() == Sensor.TYPE\_ACCELEROMETER){

if(event.values[0] > tx || event.values[0] < -tx){

//point movement distance calculation }

if(event.values[1] > ty || event.values[1] < -ty){

//point movement distance calculation

}

//av.setX(accx);

av.setY(accy);

}

if (sensor.getType() == Sensor.TYPE\_ORIENTATION) {

//calculate arrow direction based on compass readings

if(st\_look > 360)

//Arrow directions

if(st\_look < 45 && st\_look > -45 && acty > treshold ){

//Switch to pointer mode

}

**2) Relative element drawing**

protected void onDraw(Canvas canvas){

//Construct a symmetric

canvas.drawLine(w/2, (h/3), w/2, (h/2 - w/2), stickPaint);

canvas.drawLine((w/2 - w/8), ((h/2 - w/2) + w/8), w/2, (h/2 - w/2), headPaint);

canvas.drawLine((w/2 + w/8), ((h/2 - w/2) + w/8), w/2, (h/2 - w/2), headPaint);

}