

```

classDiagram
    class LocationManager {
        locationManager
        locationListenerGPS
        locationListenerCurrent
        loading
        sp
        latitudeGPS
        longitudeGPS
        distance
        tv_dist
        btnGetLocation
        flag
        spin_distances
        graph_id
        alert
        onCreate(Bundle) void
        onRequestPermissionsResult(int, String[], int[]) void
        getCurrentLocation() void
        updateLocation(View) void
        displayGpsStatus() boolean
        displayNetworkGpsStatus() boolean
        onBackPressed() void
        createAlertDialog(String, String) void
        getLatitudeGPS() double
        getLongitudeGPS() double
    }
    class LocationListenerGPS {
        onLocationChanged(Location) void
        onStatusChanged(String, int, Bundle) void
        onProviderEnabled(String) void
        onProviderDisabled(String) void
    }
    class LocationListenerCurrent {
        onLocationChanged(Location) void
        onStatusChanged(String, int, Bundle) void
        onProviderEnabled(String) void
        onProviderDisabled(String) void
    }
    class SpinnerActivity {
        selected boolean
        spinnerSelectedAdapterView
        onNothingSelected(AdapterView) void
    }
    class SpinnerAdapterView {
        selected boolean
        spinnerSelectedAdapterView
        onNothingSelected(AdapterView) void
    }
    LocationManager <|-- LocationListenerGPS
    LocationManager <|-- LocationListenerCurrent
    SpinnerAdapterView <|-- SpinnerActivity
  
```



TRA_device_activity		TRA_device_activity	
TRA_DEVICE_ADDRESS	String	macList	ListView
		select	String
ParseDeviceAnyAdapter	AnyAdapter<String>	names	AnyList<String>
NewDeviceAnyAdapter	AnyAdapter<String>	REQUEST_CONNECT_DEVICE	int
DeviceListListener	OnDeviceListListener	onDeviceListListener	void
Receiver	BroadcastReceiver	getDeviceInfo(String)	String
Create(Bundle)	void	getAdapter(String)	int
Destroy()	void	propagate(int)	void
OnDestroy()	void	onDevicePresend()	void
Send(Presend)	void	onDevicePresend(String, String)	void

WumpusAnimation	All_Helper	Multiplayer
mp MediaPlayer	World World	onCreate(Bundle) void
visitedCaves String	cave_image int	send(View) void
visitedCaves String	get(World) World	receive(View) void
usedArrows String	updateObjectContent, int Game_D	onBackPressed() void
onCreate(Bundle) void	createContent, int, Game_Des	labo(View) void
onPause() void	moveToCaveContent, int, Game_Des	onBackPressed() void