Structure

String getName();  
**float** getMinZoomAllowed();  
**double** getMinLatAllowed();  
**double** getMaxLatAllowed();  
**double** getMinLngAllowed();  
**double** getMaxLngAllowed();  
String getLevel();  
**void** setLevel(String level);

 StairCheck

 LiftCheck

 CompositeCheck

**void** addCheck(NodeCheck newCheck)

**void** removeCheck(NodeCheck check)

 Basic Check

 NodeCheck

**boolean** canUse(INode node);

 IModel

**void** start(NodeCheck check);  
**void** addListener(RoutePlannerListener listener);  
**void** startLoc(String item);  
**void** endLoc(String item);  
**void** newRoute();  
**void** setError(String error);  
**void** setPlane(String plane,String level);  
String getStart();  
String getEnd();  
**void** setCheck(NodeCheck check);

 Controller

 IController

**enum** Location{  
 ***START***,***END***}  
**void** errorAccepted();  
**void** focusOn(Location location);  
**void** route();  
**void** setLevel(String level);  
**void** goInside();  
**void** startUp();  
**void** setStart(String newStart);  
**void** setEnd(String newEnd);  
**void** areaSelected(String areaName);  
**void** setStructure(String structure);  
Structure getStructure();  
**void** useStairs(**boolean** stairUse);  
**void** useLifts(**boolean** liftUse);