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);

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);

RoutePlannerState

String getStartLoc();  
String getEndLoc();  
List<String> getRouteSelected();  
String getError();  
String getPlane();  
String getLevel();

String getFocusOn();

View

Model State

Controller

Model

RoutePlannerListener

**void** update(RoutePlannerState state);