

UML Diagram

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Package: model

FgPlayer

- strIp: String
- strPort: String
- executor: ExecutorService
- fg: Socket
- out: PrintWriter
- rudder: double
- throttle: double
- aileron: double
- elevator: double

- + ConnectToFg(): void
- + SendNewRudder(): void
- + SendNewThrottle(): void
- + SendNewAileron(): void
- + SendNewElevator(): void

Package: viewModel

viewModel

- model: FgPlayer

- + ViewModel(FgPlayer m): void
- + SetIP(String IP): void
- + SetPort(String Port): void
- + SetRudder(int Rudder): void
- + SetThrottle(int throttle): void
- + SetAileron(double aileron): void
- + SetElevator(double elevator): void

MainActivity

- binding: ActivityMainBinding
- viewModel: viewModel

- + onCreate(Bundle savedInstanceState)
- + onMoveJoystick(float Aileron, float elevator)

Package: view

Package: view

Joystick

- + Joystick(Context context): void
- + Joystick(Context context, AttributeSet attributes, int style): void
- + Joystick(Context context, AttributeSet attributes): void
- + drawJoystick(float x, float y)
- + SurfaceCreated(SurfaceHolder holder)
- + onTouch(View v, MotionEvent)

<<interface>>

JoystickMoved

- OnMoveJoystick(float aileron, float elevator)