Fallager

- Strip: String
- StrPort: String
- executor: Executor Service
- Fg: Socket
- out: Print Writter
- Mydder: double
- thatte: double
- aiteron: double
- elevator: double
- + Connect To Fg(): Void
- 1 Send New Rudder (): void
- + Send New Thrattle (): void
- + Sendilew Aileron (): Void
- + Sandhew Elevator(): Void

View Model

- model: FyPlayer
- + View Model (FgPlayer m): void
- + Set IP (String ZP): void
- + Set Port (String Port): void
- + Set Rudder (int Budder): void
- + Set Throttle (int throttle): void
- + Set Aileron (double aileron): void
- + Set Elevator (drubbe elevator): Void

- binding: Activity Main Binding
- view Model: view Model + on Create (Bundle Sure Instance State)
- + on Move Joystick (float Aileron, Float elevator)

Joystick

+ Joystick (Context context: void

+ Joystick (Context context, Attributed attributes, int style) ivoid

+ Joystick (Context, context,

AttributeSet attributes): void

- +draw Joystrac (float x, float)
- + Surface Created (Surface Holder holds
- + on Touch (View v, Motion Evente

24 interface>>

Joystak Moved

OrMore Toystick (flyt alleron, float elevator)