# Fotball

CSC509: Class Models

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Rev 1.0

# Fotoball

CSC509: Class Models

## Contents

# Main Class Description[1]

| Name | Main |
| --- | --- |
| Base Class | <none> |
| Purpose | Display the list of synced Fotoball streams and provide the option to select a ball or load a new streams |
| States | Active, Inactive |
| Constructors | Default: empty list<br>Fotoball array: load existing Fotoballs |
| Mutators | activateBall()<br>addBall() |
| Accessors | getBalls() |
| Fields | Fotoballs[] |

## activateBall() Method Description

| Prototype | private void activateBall(Object) |
| --- | --- |
| Purpose | Connects to a given Fotoball stream |
| Receives | a Fotoball object |
| Returns | nothing |
| Remarks | Will throw an exception if unsuccessful |

## addBall() Method Description

| Prototype | private void addBall() |
| --- | --- |
| Purpose | Connects to the AddNew view |
| Receives | nothing |
| Returns | nothing |
| Remarks | This method will link to the AddNew class |

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[1] prepared by AbrAhAm

**getBalls() Method Description**

| Prototype | private Object[] getBalls() |
|---|---|
| Purpose | Queries the Fotoball database and displays the list of synced Fotoball streams (if any) |
| Receives | nothing |
| Returns | array of Football objects |
| Remarks | Will display a message if no Fotoballs are found |

# AddNew Class Description[2]

| Name | AddNew |
|------|--------|
| Base Class | <none> |
| Purpose | Provides an interface to connect a new Fotoball |
| States | Active, Inactive |
| Constructors | Default only |
| Mutators | syncBall() |
| Accessors* | getName()<br>getIP()<br>getPort() |
| Fields | Name: string<br>IP: long integer<br>Port: integer |

## syncBall() Method Description

| Prototype | private void syncBall(String name, long ip, int port) |
|-----------|--------|
| Purpose | Uses inputted data to connect with an external Fotoball |
| Receives | name, IP address, port number |
| Returns | nothing |
| Remarks | Will throw an exception if unsuccessful |

*No description for three getters since they are fairly self-explanatory

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[2] prepared by Rick

# LiveFeed Class Description[3]

| Name | LiveFeed |
|------|----------|
| Base Class | <none> |
| Purpose | LiveFeed displays the video image being transmitted by the Fotoball and provides user options to change views or to capture video data |
| States | Active, Inactive |
| Constructors | Default: no camera loaded<br>Ball Object: sends one Fotoball object to be used |
| Mutators | setCamera() |
| Accessors | getVideo() |
| Fields | video_feed |

## setCamera() Method Description

| Prototype | private void setCamera(int camNum) |
|-----------|-----------------------------------|
| Purpose | Specify which camera to use |
| Receives | camNum - an integer specifying which camera to turn on |
| Returns | nothing |
| Remarks | This method will also make sure every other camera is turned off, so only one is live at a time |

## getVideo() method Description

| Prototype | public Object getVideo() |
|-----------|--------------------------|
| Purpose | To extract the video in use and save it to the device gallery |
| Receives | nothing |
| Returns | The current video object from the LiveFeed screen |
| Remarks | Will throw an exception if the video is unable to be returned |

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[3] prepared by Adam

## About Class Description[4]

| Name | About |
| --- | --- |
| **Base Class** | \<none\> |
| **Purpose** | Display creator information, version details, and link to website |
| **States** | Active, Inactive |
| **Constructors** | Default only |
| **Mutators** | none |
| **Accessors** | getVersion() |
| **Fields** | version: float |

[4] prepared by David