**Main Class Description**

|  |  |
| --- | --- |
| **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  Fotoball array: load existing Fotoballs |
| **Mutators** | activateBall()  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 |

**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**

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

**LiveFeed Class Description**

|  |  |
| --- | --- |
| **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  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 |

**About Class Description**

|  |  |
| --- | --- |
| **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 |