Flight Simulator Controller Report

# Introduction to the Task

I have been tasked with creating a class capable of remotely controlling an aeroplane and receive telemetry data from it. We were provided with a flight simulator program which expected a remote TCP connection to a controller program.

# The Flight Simulator

# Introduction to Delegates, Events & Threading

## Delegates

Delegates act like pointers to a function – they hold references to functions / methods that can be changed at runtime. In order to run the functions they reference, they must be “invoked”.



When declaring a delegate, you can imagine it as a template for a function – all functions or methods that this delegate references must have the same return type and parameters. In this case, all functions assigned to the “ErrorRecievedHandler” must return void and take a string value as a parameter.

## Events

## Threading