

onJoystickMoved(): void

## JoystickView

setupDimensions(): void drawJoystick(): void onTouch(): Boolean

## MainAcitvity

-ViewModel viewModel onCreate(): void onConnect(): void onJoystickMoved(): void

## ViewModel

-Model model connect(): void setThrottle(): void setRudder(): void setAileron(): void

## Model

-Boolean isConnected -PrintWriter out createSock(): Boolean sendToServer(): void