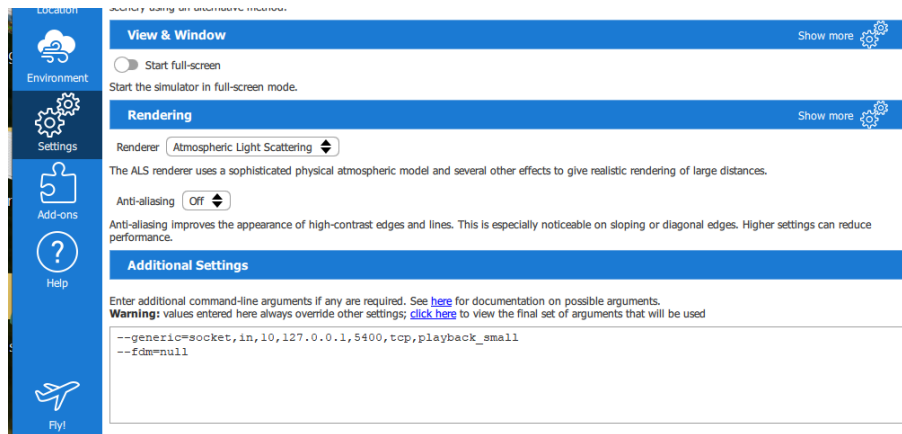# ADP2Model

This model is the one that is interfacing with the FlightGear application.

It doesn't have a view model or view that buffers between him and the app because it is not getting data from FlightGear, but rather just sends data to it.

It can get information from the menu about changes in time or in speed and transmit the data to FlightGear respectively. Those updates are possible due to the fact that this class gets the menu in the constructor as "notifier" and assign itself as listener to it (with the property changed method).

The class is interfacing with FlightGear by creating a new socket that connects to the application in a specific port (5400), and by that, the class streams the flight data to the application and the application is broadcasting the flight to the screen.

The settings that allows the connection:

The display of the plane during the flight: