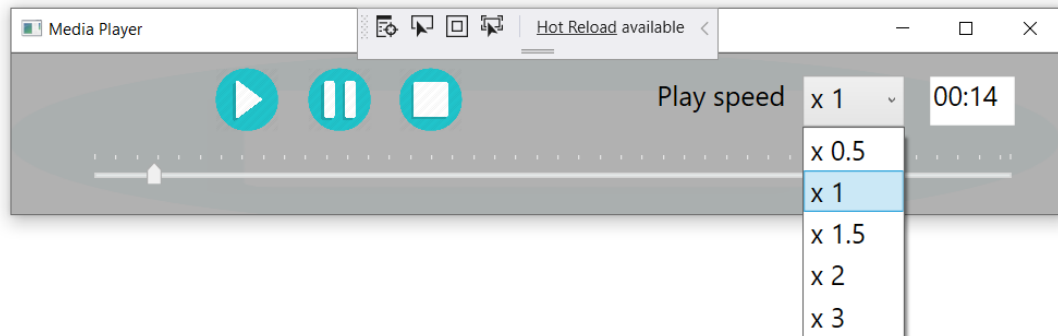


Media player-

The media player control classes divided to model, view and viewModel.

At the screen of the media player the user can change the timing of the flight, pause/stop the flight, and then play it again from the wanted timing. In addition, the user can choose the pace he wants to see the flight and the data. The stop button stops the whole flight and closes all the windows.



As for the MVVM:

The media player model informs the media player viewModel if the user is changing the time or the speed of the flight. The viewModel receives the information and updates its fields of: play, pause and stop accordingly. The viewModel and the View of the media player have Data Binding, so when a field in the viewModel changes, it informs the view immediately.

The feature the user changes, now should be displayed at the media player screen. For example, if the user wants to see the flight in a faster pace, the slider that represent the current flight time will move faster, along with the clock time of the flight, and if the player press the pause button, the slider and the clock time of the flight will be paused.

Every change the user make in the media player screen affects the model as described above and then every class that is listening to the model will be affected too by the user's activity. For example, if the user moves the time forward in the media player screen, the flight displayed at the FlightGear program will jump to the chosen time.