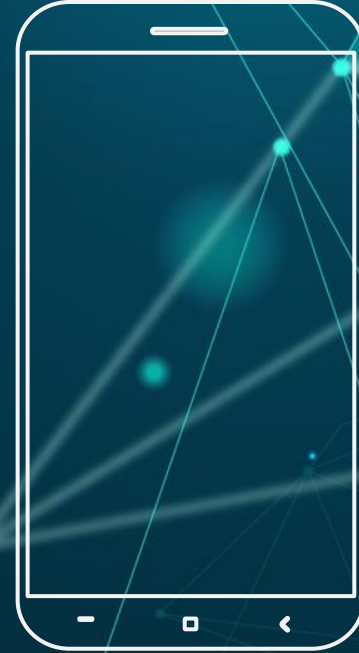


Android Application

Remote Joystick

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We are a second-year student in Bar-Ilan university,
department of Computer Science .

As a part of the course “advanced programming 2”,
we have created an android app which connects to FlightGear
server and enables to control the aircraft by using the joystick
and the seek bars of the application.

ABOUT US

The Application



The MVVM architecture

View

The View is the structure and appearance of what a user sees on the screen. In this application the View class contains the activity main which creates the application, and the view class which is responsible of the joystick object and its movement.



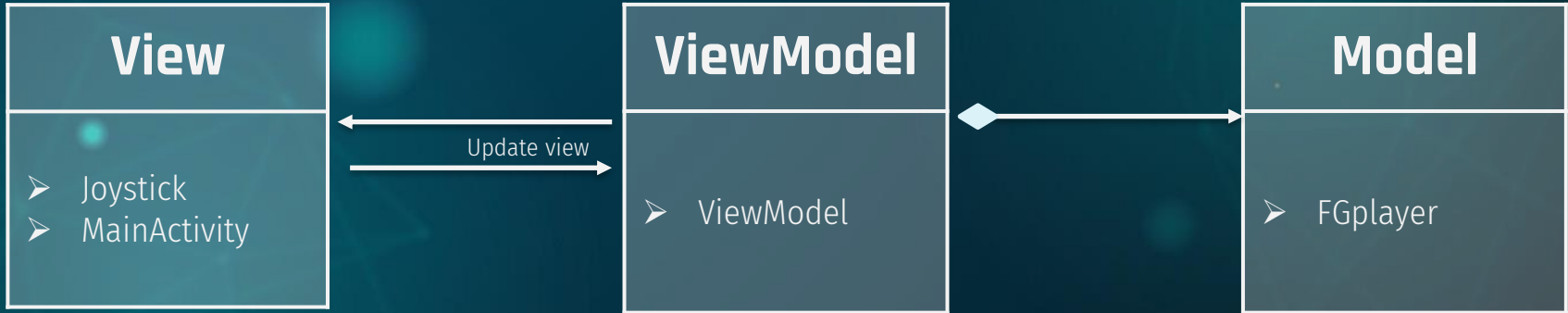
Model

Represents the data and the business logic. In this application the model is responsible of opening the socket for communication with the server and sending the data instruction.

ViewModel

It is a bridge between the View and Model. The ViewModel interacts with the model. In this application the ViewModel is responsible of executing in different threads setting the new values shown.

UML Diagram



Links



Git-Hub

○ [Code documentation](#)

YouTube

○ [Video explanation](#)

THANKS!





Demo