MainActivity
(extends AppCompatActivity)

#Override void onCreate()

Joystick
(implements SeekBar.OnSeekBarChangeListener, JoyStickView.OnMoveListener)

-changeCaller: EventChange
-bottomSlider: boolean

+Joystick(EventChange e, boolean rudder)
+Override void onProgressChanged(SeekBar seekBar, int progress, boolean fromUser)
+Override void onStartTrackingTouch(SeekBar seekBar)
+Override void onStopTrackingTouch(SeekBar seekBar)
+Override void onMove(double angle, float strength)

Connect
(implements View.OnClickListener)

-changeCaller: EventChange
-IP: EditText
-port: EditText

+Connect(EventChange e, EditText IP, EditText port)
+Override void onClick(View v)

<<EventChange>>

void joystickChanged(double a, double e)
void sideSeekerChanged(double a)
void bottomSeekerChanged(double a)
boolean connect(String a, int b) throws UnknownHostException
void disconnect()

Changed

- remote: VM_Remote

VM_Remote

-model: Imodel

-VM_Remote(Imodel model)
-boolean VM_connect(String ip, int port)
-void VM_setAileron(double a)
-void VM_setElevator(double a)
-void VM_setRudder(double a)
-void VM_setThrottle(double a)
- void close()

<<Imodel>>

void connect(final String ip, final int port)
void setAileron(final double a) throws InterruptedException
void setElevator(final double a) throws InterruptedException
void setRudder(final double a) throws InterruptedException
void setThrottle(final double a) throws InterruptedException
void disconnect()
boolean getSocketOpened()

RemoteModel

-fg: Socket
-out: PrintWriter
-queueIsOpen: boolean
-dispatchQueue: BlockingQueue<Runnable>
-stayConnect: boolean
-th: Thread
-socketOpened: boolean