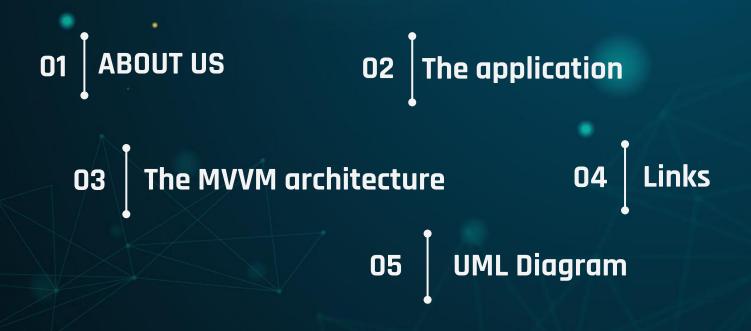
# Android Application

**Remote Joystick** 

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We are a second-year student in Bar-Ilan universty, 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.



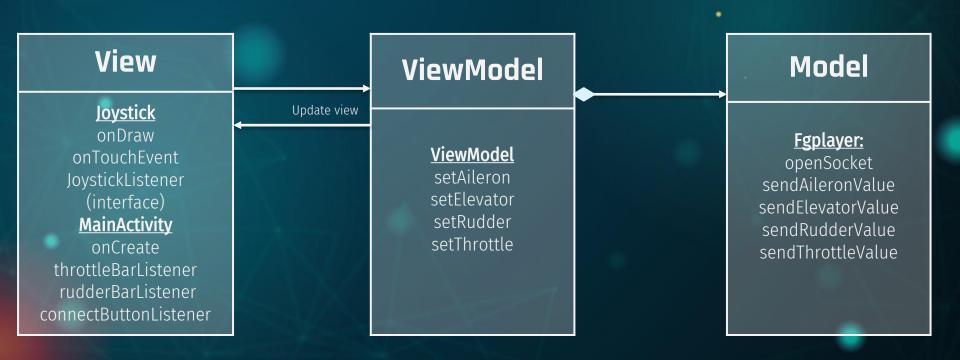
#### Model

Represents the data and the business logic. In this application the model is responsible of opening the socket for commination 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

**O** <u>Video explanation</u>

## THANKS!

## Demo