Table 3: Classes used in the android app

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| **Class** | **Purpose** |
| Figure | Contains the structure for a figure which contains the figure’s name and the trajectories’ names |
| FunctionGenerator | It contains algorithm for generating analog signal. Also, it is responsible to generate text to show the analog signal function. |
| LayoutSwitch | It implements **CompoundButton.OnCheckedChangeListener** with custom **onCheckedChanged()** method which hides or displays sections of Model View. |
| ListenerForFunctionGenerator | It implements **TextWatcher** with custom **afterTextChanged()** method which updates the text showing the analog function. |
| MainActivity | This is the main class which contains most part of the program. |
| Model | This class contains the structure of the parameters, figures, trajectories, input and output signals, the mathematical model of the controller and figures. |
| Parameter | Contains the structure for the parameters of the model. |
| SignalComplimentListener | It implements **CompoundButton.OnCheckedChangeListener** with custom **onCheckedChanged()** method which updates the analog signal function text when the compliment switch is changed. |
| SignalTypeListener | It implements **AdapterView.OnItemSelectedListener** with custom **onItemSelected()** and **onNothingSelected()** methods and it is responsible for updating the analog signal function text when the type of signal is changed. |