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+ ObjectsHelper
fields
- helper: ObjectsHelper
- objs: List<Object3D>
- selectedModel: Object3D
constructors
- ObjectsHelper()
methods
+ getInstance(): ObjectsHelper
+ addModel(dataPath: String, patternPath: String, scale: float): int
+ isModel(o: Object3D): boolean
+ calcModelPositionOnList(o: Object3D): int
+ scaleModel(scale: float): void
+ synchronized translateModel(x: float, y: float, z: float): void
+ getObjs(): List<Object3D>
+ getSelectedModel(): Object3D
+ setSelectedModel(selectedModel: Object3D): void
+ synchronized rotateModel(angle: float, x: float, y: float, z: float): void
+ init(): void

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+ Object3D
fields
- scale: float
- markerID: int
- dataPath: String
- patternPath: String
constructors
+ Object3D(dataPath: String, patternPath: String, markerID: int)
methods
+ getDataPath(): String
+ getMarkerID(): int
+ getScale(): float
+ setScale(scale: float): void
+ setMarkerID(markerID: int): void
+ setDataPath(dataPath: String): void
+ getPatternPath(): String

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+ OnTouchListener
implements View.OnTouchListener
fields
- final NONE: int
- final DRAG: int
- final ZOOM: int
- mode: int
- start: PointF
- mid: PointF
- oldDist: float
- d: float
- newRot: float
- lastEvent: float[]
- currentModel: Object3D
constructors
- OnTouchListener()
methods
+ getCurrentModel(): Object3D
+ setCurentModel(): void
+ onTouch(v: View, event: MotionEvent): boolean
+ spacing(event: MotionEvent): float
+ midPoint(point: PointF, event: MotionEvent): void
+ rotation(event: MotionEvent): float

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+ ModelsListDialog extends DialogFragment
implements CallbackUpdate
fields
- data: List<Object3D>
constructors
- ModelsListDialog()
methods
+ onCreate(savedInstanceState: Bundle?): void
+ onCreateView(): View
+ onDismiss(): void
+ onCancel(): void
+ onConfirm(): void

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+ Native
fields
- fields
constructors
- Native()
methods
+ native nativeInitialise(): void
+ native nativeShutdown(): void
+ native nativeSurfaceCreated(): void
+ native nativeSurfaceChanged(w: int, h: int): void
+ native synchronized nativeDrawFrame(): void
+ native synchronized nativeScaleModel(position: int, s: float): float
+ native synchronized nativeTranslateModel(position: int, x: float, y: float, z: float): void
+ native synchronized nativeRotateModel(position: int, angle: float, x: float, y: float, z: float): void
+ native nativeAddObj(data: String, pattern: String, scale: float): int
+ native nativeGetObjsNumber(): int

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+ ModelsListAdapter extends RecyclerView.Adapter
fields
- data: List<Object3D>
- callbackUpdate: CallbackUpdate
constructors
- ModelsListAdapter(callbackUpdate: CallbackUpdate)
methods
+ onCreateViewHolder(parent: ViewGroup, viewType: int): ViewHolder
+ onBindViewHolder(holder: ViewHolder, position: int): void
+ getItemCount(): int

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+ CallbackUpdate
fields
- fields
methods
+ update(): void

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+ ARMainActivity extends ARActivity
implements View.OnClickListener
CallbackUpdate
fields
- WIDTH: float
- HEIGHT: float
- t: Thread
- frameLayout: FrameLayout
- screen: ScreenShot
- nativeRenderer: NativeRenderer
- touchController: OnTouchListener
- globalLayoutListner: OnGlobalLayoutListner
- r: Runnable
constructors
- ARMainActivity()
methods
+ onCreate(savedInstanceState: Bundle?): void
+ onStart(): void
+ onStop(): void
+ onResume(): void
+ onPause(): void
+ onDestroy(): void
+ onRestart(): void
+ onConfigurationChanged(): void
+ onLowMemory(): void
+ onWindowFocusChanged(): void
+ onClick(view: View): void
+ takeScreenshot(): void
+ screenshot(bitmap: Bitmap): void
+ update(): void

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+ NativeRenderer extends ARRenderer
fields
- endTime: long
- startTime: long
- dt: long
constructors
- NativeRenderer(screenShot: ScreenShot)
methods
+ configureARScene(): boolean
+ onSurfaceChanged(gl: GL10, w: int, h: int): void
+ onSurfaceCreated(gl: GL10, config: EGLConfig): void
+ draw(gl: GL10): void

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+ ScreenshotDialog extends DialogFragment
fields
- final SCREENSHOT_PICTURE: String
- screenshotView: ImageView
- toolbar: Toolbar
- b: Bitmap
constructors
- ScreenshotDialog()
methods
+ newInstance(bitmap: Bitmap): ScreenshotDialog
+ onCreate(savedInstanceState: Bundle?): void
+ onCreateDialog(savedInstanceState: Bundle?): Dialog
+ save(b: Bitmap, name: String): void
+ share(b: Bitmap, name: String): void

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+ ControlModelDialog extends DialogFragment
implements View.OnClickListener
fields
- angle: float
constructors
- ControlModelDialog()
methods
+ newInstance(): ControlModelDialog
+ onCreateDialog(savedInstanceState: Bundle?): Dialog
+ onClick(view: View): void

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Змн.	Арк.	№ докум.	Підпис	Дата									
Розроб.		Сухина М.С.			Система візуалізації інтер'єру з використанням доповненої реальності. Схема взаємодії програм				Літ.	Арк.	Акрушів		
Перевір.		Радченко К.О									1	1	
Реценз.									НТУУ «КПІ» ФІОТ ар.ІО-32				
Н. Контр.		Сімоненко В.П											
Затверд.		Стіренко С.Г.											