Significant classes android application

1. Tour:   
   The main storage class of the application. Tour will hold a linked list of locations for the walking tour, it will contain variables as follows; a string for the location of the tour e.g. “Aberystwyth”, another string that is a long description of the tour that will have no more than 1000 characters, another string that is a short description/summary of the tour that is limited to 100 characters.
   1. Constructors:
      1. Default:  
         The default constructor will generate a blank tour object, with blank values (will be used for testing).
      2. With name:  
         This is the most basic constructor that the user will have access to, all tours will need a name to progress, the values for long description and short description will be left blank.
      3. With name and short description  
         Similar to the previous constructors, just without a blank short description.
      4. With name, short description and long description  
         Full constructor, consisting of all text fields filled for the walk.
   2. Getters/Setters:  
      The getters and setters for variables inside the Tour class.
   3. addLocation:  
      Takes a Location and adds it into the linked list of locations.
   4. removeLocation  
      Takes a Location and removes it from the linked list of locations.
2. Location:  
    A key location within the tour. It consists of; a longitude and latitude for the location, a name of the location where you are at, a short description of the location limited to 140 characters, a time stamp that can be used to calculate a total time for the walk, and a array of photos taken along the walk with a maximum of 5.
   1. Constructors
      1. Default  
         Constructs a blank location with default values for the longitude and latitude, and a photograph(again for testing).
      2. With longitude and latitude  
         Constructs a location with longitude and latitude taken from the phones current location, will prompt the user if he/she wants to attach a photograph.
   2. Getters/Setters:  
      The Getters and Setters for the variables in Location
   3. addPhoto:  
      Adds a file path of a photograph to the array.
   4. removePhoto:  
      Removes a file path of a photograph to the array.
3. Communication:  
   This is the class that handles the communication to the server. It will implement the Link interface.
4. WalkActivity:   
   This is the class that links the model and the user interface together. From here the user will add locations to the tour and a photo of said location if the user chooses to.