Main Classes: remoteJoystick Android App

- FGModel (Model):

The model class. Holds the logic parts of the project, and is responsible for the connection of the client and the simulator by given IP address and port number. Also sets different attributes of the flight by passing messages to the simulator.

- ViewModel (ViewModel):

The purpose of the ViewModel class is essentialy connecting between the Model and the View. Holds a field of a FGModel, and every function calls a corresponding function in the FGModel field. The view communicates with the ViewModel only so there is no communcation directly between the View classes and the FGModel class.

- MainActivity (View):

Basically the main View class. Holds a field of a ViewModel, in order to alert it of changes that occured. The ViewModel field will call the corresponding model function and act accordingly to the change that occured. Holds an onCreate function, that sets the screen design. It also calls the ViewModel function to set both seek bars – for the Throttle/Rudder attributes. Sets the onChange function for the Joystick as well (to change the Elevator/Aileron attributes). Finally, holds a connectAttempt function that occurs when Connect button is pressed and tries to establish a connection to the socket.

- Joystick (View):

The Joystick class is responsible for the Joystick; it's design, colors, size, etc. It also sets the functions for the various actions of the Joystick, when it's moved or touched.