

First in

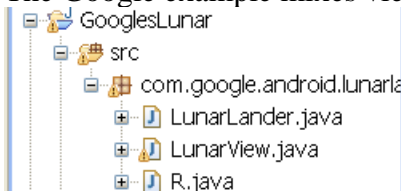
# Temporal Solutions

## Using the StateRover<sup>®</sup> to Develop Controllers for Android<sup>®</sup> Applications

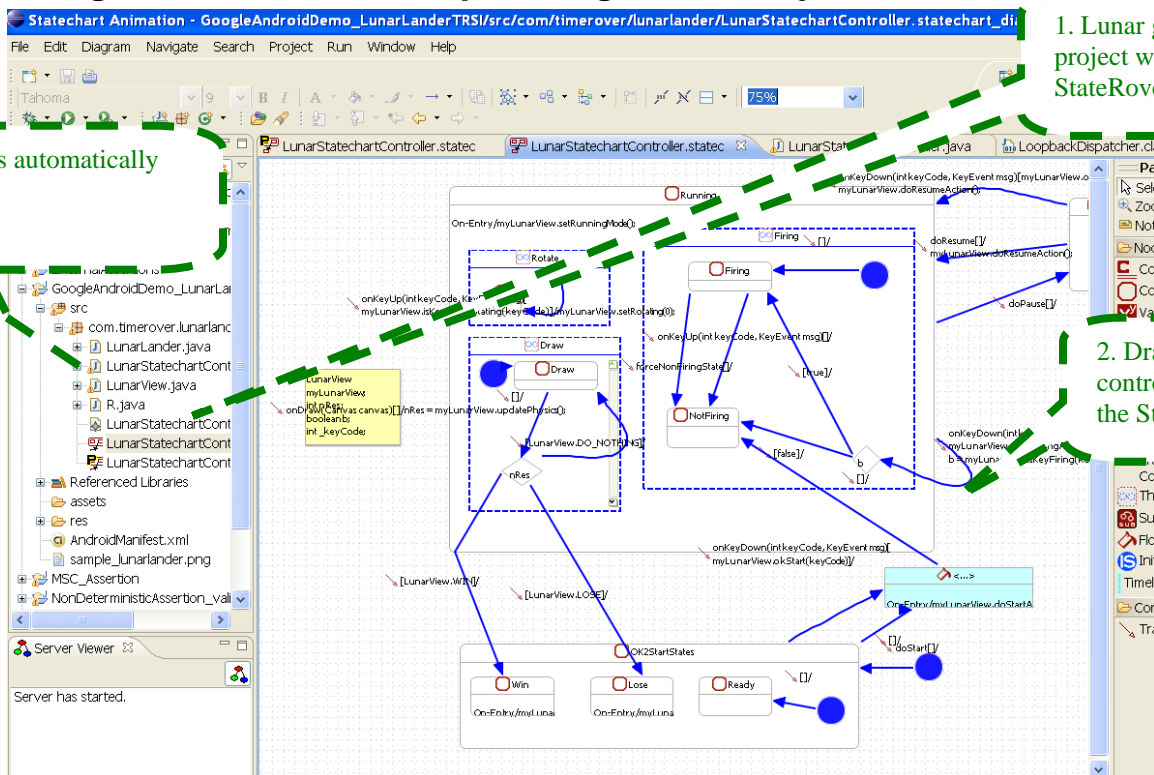
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### Example, Google Lunar-Lander Game for Android

The Google example mixes view and control in LunarView.java:



### Using the StateRover Eclipse Plugin; As Easy as 1-2-3:



1. Lunar game Eclipse project with a StateRover statechart

3. Java code is automatically generated

2. Draw the Statechart controller diagram using the StateRover plugin

## Using the StateRover's Visual Debug Animation:

The screenshot shows the Eclipse IDE with the StateRover visual debug animation for the LunarStatechartController. The statechart has four states: Rotate, Draw, Firing, and NotFiring. The Firing state is highlighted with a red box. The Android Emulator shows a rocket on the moon. The Eclipse debugger shows the LunarStatechartController class with code for screen height and position.

```
int screenHeight = getHeight();  
  
int yTop = screenHeight - ((int)mY + m...  
int xLeft = (int)mX - mLanderWidth/2;
```

Application runs on the Android emulator

While the program is running on the Android emulator, the statechart controller reflects on-going behavior using animation

Eclipse debugger: use visual break-states to stop the code when certain states are visited

## Download

Download the StateRover LITE from [www.time-rover.com](http://www.time-rover.com)