Models
Store current state of application

GForce
- override string ToString()

DataPoint that is updated with a callable

Temperature
- override string ToString()

DataPointDelegate<T>
- delegate DataGenerator // callable
- override void Update() // using delegate

SteeringWheel
- override string ToString()

DataPoint<T>
- DateTime Date
- T Value
- void Update() // current time, default T
- void Update(DateTime date) // default T
- void Update(T value) // current time
- void Update(DateTime date, T value)
- override string ToString()

Latitude
- override string ToString()

NotifyPropertyChanged
- event PropertyChangedEventHandler PropertyChanged
- void OnPropertyChanged([CallerMemberName] string propertyName = "") // notify class property has changed

Voltage
- override string ToString()

ViewModels
Store collection of models that views can access via data bindings

ViewModel (for GeneralPage)
- GForce GForceXModel
- GForce GForceYModel
- Temperature TemperatureModel
- SteeringWheel SteeringWheelModel
- ...
- ObservableCollection<GraphViewModel> Graphs
- GraphViewModel CurrentGraph
- void Start()
- void Stop()
- Update()

GraphViewModel

Update

Notify

Send and receive data via data binding

Views
Pages of the app with views specified for each sub-team, forwarding events to ViewModels

GeneralPage

BatteryPage

Page

PowertrainPage

SuspensionPage

SettingsPage

Telemetry Application MVVM Architecture

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