Load in and create the ViewUIElement class and forget about the view.

Load in and create the ComputerUIElement class and forget about the computer.

When saving reconstruct the computer and view classes and write to the file.

**Classes**

* A View is a class that contains: (Protobuf Class)
  + View Name (String)
  + CanvasTop (Integer)
  + CanvasLeft (Integer)
  + Array of SubViews (View)
  + Array of Computers (Computer)
* A Computer is a class that contains: (Protobuf Class)
  + Computer Name (String)
  + CanvasTop (Integer)
  + CanvasLeft (Integer)
* An Item is a class that contains (Internal Class)
  + Display (Button) > Grid > Rectangle > Context Menu
  + View || Computer