**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