

RelayCommand

- _execute: Action<Object>
- _canExecute: Predicate<.
- + CanExecuteChanged : Ev..
- + RelayCommand(execute:..

- + Execute(parameters: Obj..

HubConnector

- + RelayCommand(execute:.
- + CanExecute(parameters:

- myConnector: Connector...
- MyConnector { get; } : C...
- StartConnection(): Void
- SendData(values: List<St.
- SetValuesName(names: ..
- + Main() : Void

- App()

App

_contentLoaded: Boolean

+ InitializeComponent(): V...

+ MainWindowView() InitializeComponent(): V...

BtnRecord: Button

MainWindowView

_contentLoaded: Boolean

System.Windows.Markup...

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- WorkSocket: Socket - Buffer: Byte[]

StateObject

- + Sb: StringBuilder
- # CreateInstance(type: Typ..
- # GetPropertyValue(proper... # SetPropertyValue(propert...

GeneratedInternalTyp..

+ GeneratedInternalTypeH..

- # CreateDelegate(delegate. # AddEventHandler(eventI...
- + BufferSize: Int32 = 4096
- + StateObject()

_isRecordingData: Boolean

Globals

- IsRecordingData { get; s...
- Globals()