App

- grid: Grid
- height: int
- menu_frame:
- width: int

+ __init__(): void

Contient

Menu

- buttons_frames: Buttons
- mode_ele: Mode
- output_frame: Output
- tabs_frame: Tabs

+ __init__(parent, **kwargs): void

Contient

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Buttons

- btn: CTkButton

+ __init__(parent): void
+ add_arcs(): void
+ add_node(): void
+ clear(): void
+ define_end(): void
+ define_start(): void
+ launch(): void
+ save_logs(): void

Output

- output_instance: CTkTextbox

+ __init__(parent, **kwargs): void

Tabs

- logs_btn: CTkLabel

+ __init__(parent, **kwargs): void

- mode_la
+ __init__(p

compose

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CTkButton

CTkTextbox

CTkLabel

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Menu

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Contient

CTkFrame

Grid

- arcs: list[Arc]
- canvas: CTkCanvas
- Canvas
- end_node: int
- grid_size: int
- node_counter: int
- nodes: list[Node]
- selected_nodes: list[Node]
- start_node: int
+ __init__(parent, **kwargs): void
+ add_arc(event): void
+ add_node(event): void
+ clear_canvas(event): void
+ define_end(event): void
+ define_start(event): void
+ draw_arcs(node_sequence): void
+ launch_graph(): void
+ on_canvas_click(event): void
+ save_logs(): void

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Manager

Mode

bel: CTkLabel
parent, **kwargs): void

Arc

- canvas: CTkCanvas
- line: int
- n1: Node
- n2: Node
- rect: int
- text: int
- weight: int
+ __init__(self, canvas, n1, n2, weight): void

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Contient

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CTkCanvas

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Manager

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Node
-    canvas: CTkCanvas
-    oval: int
-    text: int
-    value: int
-    x: int
-    y: int
+   __init__(self, canvas, x, y, node_value): void