

## MainWindow

- homeFrame : Frame
- methodsFrame
- backgroundSystemsFrame
- foregroundSystemsFrame
- outputFrame

- Initialise() : void
- Quit() : void
- + LoadDataFromHarddisk
- + SaveToHarddisk
- setFrame

Several Event handlers and renderers

## HomeFrame

- Initialise() : void

Several Event handlers and renderers

## MethodFrame

- unsavedMethod: LCIAMethod
- activeCategory : ImpactCategory

- Initialise() : void
- + Update() : void
- UpdateMethodComboBox() : void
- SetupCategoryTree() : void
- CheckUniqueCategoryNames() : void

Several Event handlers and renderers

## BackgroundSystemFrame

- activeBackgroundSystem: BackgroundSystem
  - activeUnitProcess : UnitProcess
- 
- Initialise() : void
  - + Update() : void
  - SetupUnitProcessTree() : void
  - UpdateUnitProcessTree() : void
  - SetupImpactTree() : void
  - UpdateImpactTree() : void
  - UpdateBackgroundSystemComboBox() : void

Several Event handlers and renderers

## BackgroundSystemDataDialog

- interpolationmap : Dictionary<string, boolean>
  - usagemap : Dictionary<string, ListStore>
- 
- Initialise() : void
  - Quit() : void
  - SetupUsageTree() : void
  - SetupDynamicPropertyTree() : void
  - SetupUnitProcessComboBox() : void

Several Event handlers and renderers

## ForegroundSystemFrame

- activeForegroundSystem : ForegroundSystem
- activeBackgroundSystem : BackgroundSystem
- activeUnitProcess : UnitProcess

- Initialise() : void
- + Update() : void
- SetupForegroundSystemImpactTree : void
- UpdateForegroundSystemImpactTree : void
- SetupUnitProcessTree : void
- UpdateUnitProcessTree : void
- SetupBackgroundSystemsTree : void
- UpdateBackgroundSystemsTree : void
- UpdateForegroundSystemComboBox() : void
- UpdateBackgroundSystemComboBox : void

Several Event handlers and renderers

## ForegroundSystemDataDialog

- categoryDynamicPropertyMap : Dictionary<string, ListStore>
- unitProcessInterpolationmap : Dictionary<string, boolean>
- unitProcessUsagemap : Dictionary<string, ListStore>
- backgroundSystemUsagemap : Dictionary<string, ListStore>
- backgroundSystemDynamicPropertyMap : Dictionary<string, ListStore>
- backgroundSystemInterpolationmap : Dictionary<string, boolean>

- Initialise() : void
- Quit() : void
- SetupGeneralDynamicPropertyTree() : void
- SetupUnitProcessUsageTree() : void
- SetupBackgroundSystemUsageTree() : void
- SetupBackgroundSystemDynamicPropertyTree() : void
- SetupCategoryDynamicPropertyTree() : void
- SetupUnitProcessComboBox() : void
- SetupBackgroundSystemComboBox() : void

Several Event handlers and renderers

## OutputFrame

- FOREGROUND\_SYSTEM\_TOKEN: string const
- BACKGROUND\_SYSTEM\_TOKEN: string const
- datamap : Dictionary<string, List<(double, double)>>
- dataParent : String
- plotView : PlotView
- calculator : Calculator

- Initialise() : void
- + Update() : void
- UpdateComponentComboBox() : void
- UpdateCategoryComboBox : void
- UpdateDataMap : void
- UpdatePlot : void
- ClearPlot : void

Several Event handlers and renderers

## ImpactQuantityDataDialog

- Initialise() : void
- Quit() : void
- SetupQuantityTree() : void
- SetupDynamicPropertyTree() : void

Several Event handlers and renderers

## UnitProcessDataDialog

- Initialise() : void
- Quit() : void
- SetupDynamicPropertyTree() : void

Several Event handlers and renderers

## DataPromptDialog

- Quit() : void
- + Fetch() : string[] []

Several Event handlers and renderers