



Dependency	Meaning
<code>app_main ..> control</code>	application entry starts controllers
<code>control --> view</code>	controllers swap active scenes
<code>control --> model</code>	orchestrates simulation logic
<code>control --> infrastructure</code>	accesses event bus
<code>control .> constants</code>	consumes shared configuration
<code>control .> algorithms</code>	triggers algorithm helpers
<code>view --> control</code>	UI raises controller actions
<code>view --> model</code>	renders logic components
<code>view .> infrastructure</code>	publishes events
<code>view .> constants</code>	uses shared constants
<code>view_griditems --> model</code>	grid widgets wrap model types
<code>view_griditems .> constants</code>	needs layout constants
<code>model --> infrastructure</code>	emits events
<code>model .> constants</code>	reads component map
<code>model .> algorithms</code>	delegates complex evaluation
<code>algorithms --> model</code>	evaluates and updates model
<code>algorithms .> infrastructure</code>	signals via event bus
<code>algorithms .> constants</code>	uses thresholds/constants
<code>constants --> model</code>	export constant definitions