



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