ViewModel::MainWindowModel - model: GameModel - elapsedTime: string - collectedBaskets: string - isMainMenuVisible: bool - isDifficultySelectionVisible: bool - isGamePanelVisible: bool - isGameLoaded: bool - isGamePaused: bool - isPausable: bool - boardSize: int

- + MainWindowModel(GameModel)
- + MakeFields(): void
- ShowMainMenu(): void
- ShowDifficultySelection(): void
- ShowGamePanel(): void
- HandleDirection(Object): void
- HandlePause(): void
- GetColor(Pieces): Brush
- OnGameFieldChanged(Object, YogiGameFieldEventArgs): void
- OnBasketCollected(Object, EventArgs): void
- OnGameAdvanced(Object, YogiGameEventArgs): void
- OnGameOver(Object, YogiGameEventArgs): void
- OnNewGame(): void
- OnLoadGame(): void
- OnSaveGame(): void
- OnExitGame(): void
- OnEasyMode(): void
- OnMediumMode(): void
- OnHardMode(): void

«property»

- + GameGrid: ObservableCollection<YogiBearGameField>
- + ElapsedTime: string
- + CollectedBaskets: string
- + IsMainMenuVisible: bool
- + IsDifficultySelectionVisible: bool
- + IsGamePanelVisible: bool
- + IsGameLoaded: bool
- + IsGamePaused: bool
- + IsPausable: bool
- + BoardSize: int
- + NewGameCommand: DelegateCommand
- + LoadGameCommand: DelegateCommand
- + SaveGameCommand: DelegateCommand
- + ExitGameCommand: DelegateCommand
- + EasyModeCommand: DelegateCommand
- + MediumModeCommand: DelegateCommand
- + MovePlayerCommand: DelegateCommand
- + PauseCommand: DelegateCommand

«event»

- + LoadGame(): EventHandler
- + SaveGame(): EventHandler
- + ExitGame(): EventHandler
- + EasyMode(): EventHandler
- + MediumMode(): EventHandler
- + HardMode(): EventHandler

ViewModel::DelegateCommand

- -_execute: Action<Object> {readOnly}
- canExecute: Func<Object, Boolean> {readOnly}
- + DelegateCommand(Action<Object>)
- + DelegateCommand(Func<Object, Boolean>, Action<Object>)
- + CanExecute(Object): Boolean
- + Execute(Object): void
- + RaiseCanExecuteChanged(): void
- + CanExecuteChanged(): EventHandler

ViewModel::YogiBearGameField - backGroundColor: Brush - content: Pieces «property» + X: int + Y: int + Content: Pieces + BackGroundColor: Brush ViewModel::ViewModelBase # ViewModelBase() # OnPropertyChanged(string): void

+ PropertyChanged(): PropertyChangedEventHandler

Арр

«event»

- model: GameModel
- viewModel: MainWindowModel
- view: MainWindow
- + App()
- OnStartup(object, StartupEventArgs): void
- OnClosing(object, CancelEventArgs): void
- OnGameOver(object, YogiGameEventArgs): void
- OnExitGame(object, EventArgs): void

«async»

- Reset(string): Task
- LoadLevel(string): Task
- OnLoadGame(object, EventArgs): void
- OnSaveGame(object, EventArgs): void