BaseApp
Class

public
- BaseApp(List<Cube> cubes)
- FrameRate : int
- Setup() : void
- Tick() : void

private
- Cubes : List<Cube>

Cube
Class
UserControl

public
- Cube()
- dimension : int
- FillRect(Color c, int x, int y, int w, int h) : void
- FillScreen(Color c) : void

Nested Types

Side
Enum

- Top
- Right
- Bottom
- Left
- None

MainWindow
Class
UserControl

public
- MainWindow()

private
- cubes : List<Cube>
- loadAProgramButton_Click(object sender, RoutedEventArgs e) : void
- MainWindow_Loaded(object sender, RoutedEventArgs e) : void

DragAndDropBehavior
Class
Behavior<UIElement>

protected
- OnAttached() : void
- OnDetaching() : void

private
- _isDragging : bool
- AssociatedObject_MouseLeftButtonDown(object sender, MouseButtonEventArgs e) : void
- AssociatedObject_MouseLeftButtonUp(object sender, MouseButtonEventArgs e) : void
- AssociatedObject_MouseMove(object sender, MouseEventArgs e) : void
- DragAndDropBehavior_MouseEnter(object sender, MouseEventArgs e) : void
- DragAndDropBehavior_MouseLeave(object sender, MouseEventArgs e) : void
- mouseClickPosition : Point
- parent : DependencyObject

MyApp
Class
BaseApp

This is a generic class that represents any application developed for the emulator or the actual cube platform.

CubeSet
Class

private
- cubes : List<Cube>

Neighbors
Class

public
- Bottom { get; set; } : Cube
- Contains(Cube c) : bool
- Count { get; } : int
- CubeOnSide(Side s) : Cube
- IsEmpty { get; } : bool
- Left { get; set; } : Cube
- Neighbors()
- Right { get; set; } : Cube
- SideOf(Cube c) : Side
- Top { get; set; } : Cube

private
- _neighbors : Cube[]
- _numNeighbors : int
- sideUtil(Side s, Cube value) : void

Siftables
Class
Application

public
- Siftables()

private
- Application_Exit(object sender, EventArgs e) : void
- Application_Startup(object sender, StartupEventArgs e) : void
- Application_UnhandledException(object sender, ApplicationUnhandledExceptionEventArgs e) : void
- ReportErrorToDOM(ApplicationUnhandledExceptionEventArgs e) : void