

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

CubeSet

Class

private

cubes : List<Cube>

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.

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