DicomViewer (GUI)

* Views
  + MainWindow
    - MainWindowView.xaml.cs
    - Plan
      * PlanView.xaml.cs
* ViewModels
  + MainWindow
    - MainWindowViewModel
    - Plan
      * PlanViewModel.cs
      * PlanWrapper.cs

RTData

* Geometry
  + IVoxelDataStructure<T>.cs
    - T Interpolate<T>(double x, double y, double z)
    - Voxel<T> GetVoxel<T>(double x, double y, double z)
  + Voxel.cs
    - Position
    - Value
    - Unit
  + GridBasedVoxelDataStructure:IVoxelDataStructure
  + SliceBasedVoxelDataStructure:IVoxelDataStructure
  + Range
  + DicomSlice
  + Direction
* IO
  + ILoader
* Radiotherapy
  + Dicom
    - DicomObject
  + ROIs
    - RegionOfInterest
    - RegionOfInterestSlice
    - StructureSet:DicomObject
    - BinaryMask:IVoxelDataStructure<bool>
  + Dose
    - IDoseObject
    - DicomDoseObject
    - NonDicomDoseObject
  + Plans
    - Plan
    - Beam
    - ControlPoint
    - DosePoint
    - Jaw
  + DVHs
    - IDVH
    - CumulativeDVH
    - DifferentialDVH
* Utilities
  + RTMath

DicomView

* ViewModels
  + WorldViewModel
  + WorldToolBoxViewModel
* Views
  + WorldView.xaml
* Toolbox
  + WorldToolBox
* Render
  + Camera
  + IRenderContext
  + ContourRenderer
  + WriteableBitmapRenderContext
  + WorldObjectRenderer
  + OverlayRenderer
  + ROIRenderer
  + Layer
  + Layers
  + InterpolatedGrid2D
* ViewCollection.cs (collection of WorldViewModels)
* WriteableBitmapEx