AvoExplorer
- -m_fileBrowser : FileBrowser*
- -m_topBar : TopBar*
- -m_contextMenu : ContextMenu*

+createContent() : void

AvoGUI::GUI

ContextMenu   (friend of ContextView)
- -m_currentTarget : ContextView*

+open(view : ContextView*) : void
+handleGlobalMouseDown(...) : void
+chooseMenuItem(index : uint32) : void

ActionMenu

ActionMenuItem
- -m_text_contextAction : AvoGUI::Text*
- -m_text_shortcut : AvoGUI::Text*

+handleMouseEnter(...) : void
+handleMouseLeave(...) : void
+handleMouseDown(...) : void
+handleMouseUp(...) : void
+draw(...) : void

ContextView
- -m_contextMenuItems : std::vector<ActionMenuItemData>
- -m_contextMenuWidth : float = 220.f

+handleContextMenuItemPress(...) : void
+handleMouseDown(...) : void

AvoGUI::View

ActionMenu
- -m_menuItems : std::vector<ActionMenuItem*>
- -m_actionMenuListeners : std::vector<ActionMenuListener*>
- -m_isOpen : bool

+setMenuItems(items : std::vector<ActionMenuItemData> const&) : void
+open() : void
+updateAnimations() : void
+chooseMenuItem(index : uint32) : void
+handleKeyboardKeyDown(...) : void

ActionMenuItemData
+action : std::string
+shortcut : std::string

TopBar
- -m_bookmarks : Bookmarks*
- -m_text_bookmarks : AvoGUI::Text*

ScrollContainer

Bookmarks
- -m_bookmarkItems : std::vector<BookmarkItem*>

+updateLayout(draggedItem : BookmarkItem*) : void

AvoGUI::View

BookmarkItem
- -m_path : std::string
- -m_icon : AvoGUI::Image*
- -m_isDragging : bool
- -m_isHovering : bool
- -m_targetLeft : float

+setTargetLeft(left : float) : void
+handleMouseDoubleClick(...) : void
+handleMouseDown(...) : void
+handleMouseUp(...) : void
+handleMouseMove(...) : void
+updateAnimations(...) : void
+draw(...) : void

FileBrowser
- -m_currentItems : std::vector<FileBrowserItem*>
- -m_selectedItems : std::vector<FileBrowserItem*>
- -m_layoutType : BrowserLayoutType
- -m_addItemButton : AvoGUI::Button*
- -m_addItemActionMenu : ActionMenu*

- -updateLayout() : void
+handleSizeChange() : void
+handleKeyboardKeyDown(...) : void
+handleMouseDown(...) : void
+handleMouseUp(...) : void
+handleMouseMove(...) : void
+selectItem(item : FileBrowserItem*) : void
+deleteItem(item : FileBrowserItem*) : void
+openPath(directoryPath : std::string) : void
+handleActionMenuItemChoice(...) : void

AvoGUI::KeyboardListener

ActionMenuListener
+handleActionMenuItemChoice(index : uint32, action : std::string) : void

FileBrowserPathEditor
- -m_pathButtons : std::vector<AvoGUI::Button*>
- -m_icon_rightArrow : AvoGUI::Image*
- -m_path : std::string
- -m_editableText_path : AvoGUI::EditableText*
- -m_button_bookmark : AvoGUI::Button*
- -m_button_edit : AvoGUI::Button*

+handleButtonClick(...) : void

ScrollContainer

ContextView

AvoGUI::View

AvoGUI::ButtonListener

FileBrowserItem
- -m_fileBrowser : FileBrowser*
- -m_path : std::string
- -m_isFolder : bool
- -m_previewIcon : AvoGUI::Image*
- -m_previewText : AvoGUI::Text*

+handleMouseDoubleClick(...) : void
+handleMouseEnter(...) : void
+handleMouseLeave(...) : void

ScrollContainer
- -m_scrollbar : Scrollbar
- -m_scrollFactor : float

+scrollTo(factor : float) : void

AvoGUI::View

Scrollbar
- -m_scrollContainer : ScrollContainer*
- -m_isDragging : bool
- -m_isHovering : bool

move(offset : float) : void
handleMouseDown(...) : void
handleMouseUp(...) : void
handleMouseMove(...) : void

Parent-child relationships between instances are shown with black arrows, pointing at the parent instance. While the diagram consists of classes, the arrows show the relationships between instances of those classes.

Base-derived relationships between classes are shown with white arrows, pointing at the base class. Base classes are shown with green background, and can never also show a parent-child relationship with another class.

Methods in *italics* are declared in a base class. Functionality is either overridden or added upon.

"..." is written instead of method arguments when it would be unnecessary to write them out.

Constructors and destructors are not included.