```
ViewController
                   window

    view

    defaultView

    customDefaultView

                  draggingdragStart

    mousePosition_W

                  mousePosition G

    pixelPos

                  - metersPerCell
                  and 6 more..
                  + ViewController()
                  + handleEvent()
                  + applyView()
                  + reset()
                  + zoomController()
                  + drawGrid()
                  + drawAxes()
                  + windowMousePosition()
                  + getMetersPerCell()
                  + getPixelsPerMeter()
                  and 7 more...
                                 -controller
                           GridMap
                       gridSize
    Node
                      - gridResolution
                      - posX
                      posY
+ y
                      - grid
+ parent
                      + GridMap()
+ parentX
+ parentY
                      + getRealX()
+ gCost
+ hCost
                      + getRealY()
                      + getCellIndexX()
+ getCellIndexY()
+ Node()
                      + addPoints()
+ Node()
                      + setPoints()
+ fCost()
                      + clearPoints()
+ operator>()
                      + setStart()
                      + setGoal()
                      and 8 more...
          -currentNode
                           -map
            goalNode
              AStar
       width
     - height
       pathFound
     - finished
     - startIndex

    goalIndex

    openList

     - closedList

    gScore

     - parentMap
       stateMap
     - finalPath
     + AStar()
     + start()
     + step()
     + findPath()
     + updatemap()
     + draw()
      + drawFoundPath()
     + isFinished()
     + isPathFound()
     + getCurrentNode()
     + getStateMap()
     euclideanHeuristic()
     octileHeuristic()
     isValidCell()
       getNeighbors()
       reconstructPath()
```