```
ViewController
                     window
                     view
                   - defaultView

    customDefaultView

    dragging

                   - dragStart

    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
+ x
                        - posY
+ y
                        - grid
+ parent
+ parentX
                        + GridMap()
+ parentY
                        + getRealX()
+ gCost
+ hCost
                        + getRealY()
                        + getCellIndexX()
+ getCellIndexY()
+ addPoints()
+ Node()
+ Node()
                        + setPoints()
+ fCost()
                        + clearPoints()
+ operator>()
                        + setStart()
                        + setGoal()
                        and 8 more...
           -currentNode
                             -map
             -goalNode
               AStar
       width
     heightpathFound
       finished
     - startIndex
       goalIndex

    openList

    closedList

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