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
- gridResolution
- posX
- posY
- grid

+ GridMap()
+ getRealX()
+ getRealY()
+ getCellIndexX()
+ getCellIndexY()
+ addPoints()
+ setPoints()
+ clearPoints()
+ setStart()
+ setGoal()
and 8 more...