```
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
                                  -controller
                                     LiveMap
                           - gridSize

    gridResolution

    GridMap
                           posX
                           posY
gridSize
                           - grid
- gridResolution

    originSet

                           - originX
                           originY

    isLivemodeActive

+ GridMap()
                           + LiveMap()
+ getRealX()
                           + addPoint()
+ getRealY()
                           + setPoints()
+ getCellIndexX()
                           + clearPoints()
+ getCellIndexY()
                           + clearGrid()
+ addPoints()
                           + xy2Grid()
+ setPoints()
                           + fillGrid()
+ clearPoints()
                           + getGrid()
+ setStart()
                           + updateGridFromPoints()
+ setGoal()
                           + drawLiveMap()
and 8 more...
                           + setActive()
                           + getIsActive()
                           + setStart()
                           + setGoal()
                  -gridmap
                                  -livemap
              RightClickMapMenu
             gui

    container

            - panel
            - start
            - goal
            - clear
            - clearView
            - visible
            worldXY_copygridIndex_copystartIndex
              goalIndex
              isGoalActive
            - isStartActive
            + RightClickMapMenu()
+ setupWidgets()
            + show()
            + hide()
            + setVisible()
+ isVisible()
            + connectSignals()
            + containsPoint()
            + isSet()
```

- posX

- posY

- grid

ViewController