```
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...
               -map
       FileManager

    loadedFilename

     + FileManager()
     + loadDialog()
     + saveDialog()
     + dataLoad()
     + saveData()
```

+ saveScreen()