

## UIStateModel

```
-__ui: MazeSolverUI
-__maze: Optional[MazeProtocol] = None
-__agent: Optional[MazeSolver] = None
-__solverSpecification: Optional[MazeSolverSpecification] = None
-__agentVariablesWindowVisible: bool = False
-__agentLogWindowVisible: bool = False
-__solverRate: int = 25
-__solverIsActive = False
-__solverOperationInProgress = False
-__solverHasFinishedMaze = False

-__init__(): void
-__initUI(): void
-__onMazeInstantiated(self, maze: MazeProtocol): void
-__onLoadLastMazePressed(self): void
-__onMazeFilePathChosen(self, filePath: str): void
-__onPlayButtonPressed(self): void
-__onPauseButtonPressed(self): void
-__onStepButtonPressed(self): void
-__onRestartButtonPressed(self): void
-__onSpeedControlValueChanged(self, newValue: int): void
-__onGenerateMazeButtonPressed: void
-__onSolveButtonPressed: void
-__instantiateSolver: void
-__onOpenLogButtonPressed(self): void
-__onAgentVariablesButtonPressed(self): void
-__stepSolver(self): void
-__waitThenPerformSolver(self, delay: float): void
-__onAgentFinished(self): void
-__performSolver(self): void
+startApplication(self): int
```