```
MazeViewWindow: QMainWindow
                                              -__init_ (
                                                 maze: MazeProtocol,
                                                 parent: Optional<QWidget> = None
                                               __getMenuBar() -> QMenuBar
                                                  MazeViewController: QWidget
                                         -__init__(
                                            maze: MazeProtocol,
                                            parent: Optional<QWidget> = None,
                                            minimumMazeSize: QSize = QSize(400, 400),
                                         -__onMazeGenerateButtonPressed()
                                         -__onPlayButtonPressed()
                                         -__onPauseButtonPressed()
                                         -__onStepButtonPressed()
                                         -__onRestartButtonPressed()
                                        -__onSpeedControlValueChanged()
                                         onOpenLogButtonPressed()
                                         -__onAgentVarsButtonPressed()
                                   MazeControlsView: QWidget
                                                                                                     MazeView: QWidget
          -__init__(
                                                                                            painter: QPainter
              onPlayButtonPressed: pyqtSignal(),
                                                                                            maze: MazeProtocol
              onPauseButtonPressed: pygtSignal(),
                                                                                            keepAspectRatio: bool
              onStepButtonPressed: pyqtSignal(),
                                                                                          -__init (
              onRestartButtonPressed: pyqtSignal(),
                                                                                              minimumSize: QSize,
              onSpeedControlValueChanged: pyqtSignal(),
                                                                                              maze: MazeProtocol,
              onOpenLogButtonPressed: pyqtSignal(),
                                                                                              parent: Optional<QWidget> = None,
              onAgentVarsButtonPressed: pyqtSignal(),
                                                                                              keepAspectRatio: bool = True,
              onGenerateMazeButtonPressed: pyqtSignal(MazeGenerationSpecification),
              parent: Optional<QWidget> = None,
                                                                                          -__createMazePath() -> QPainterPath
              keepAspectRatio: bool = True,
          - createMazePath() -> QPainterPath
                                                          SolveMazeGroupView
                                     +onSolveButtonPressed = pyqtSignal(MazeSolverSpecification)
                                     -__startPosition: XYPicker
                                     -__endPosition: XYPicker
                                     -__mazeSize: XY
                                     -__maximumXY: XY
                                     ___init__(
                                         onPlayButtonPressed: pyqtSignal(),
                                         onPauseButtonPressed: pyqtSignal(),
                                         onStepButtonPressed: pygtSignal(),
                                         onRestartButtonPressed: pyqtSignal(),
                                         onSpeedControlValueChanged: pyqtSignal(int),
                                         onOpenLogButtonPressed: pyqtSignal(),
                                         onAgentVarsButtonPressed: pygtSignal(),
                                         mazeSize: XY,
                                         parent: Optional<QWidget> = None,
                                     -__onSolveButtonPressed()
                                            SolverControlsView
                                                                                                   XYPicker
                                                                                    - ySpinBox: QSpinBox
                             – init (
                                onPlayButtonPressed: pyqtSignal(),
                                                                                    -__xSpinBox: QSpinBox
                                onPauseButtonPressed: pyqtSignal(),
                                                                                    - init (
                                onStepButtonPressed: pyqtSignal(),
                                                                                        minimum: XY,
                                onRestartButtonPressed: pyqtSignal(),
                                                                                        maximum: XY,
                                onSpeedControlValueChanged: pyqtSignal(int),
                                                                                        initialValue: XY,
                                onOpenLogButtonPressed: pyqtSignal(),
                                                                                        parent: Optional<QWidget> = None,
                                onAgentVarsButtonPressed: pyqtSignal(),
                                                                                        label: str = "by",
                                parent: Optional<QWidget> = None,
                                                                                    +getValues() -> XY
      MazeSolverSpeedControlView
                                                   SolverControlButtonsView
                                                                                                   SolverWindowsButtonView
-__init__
                                          -__init (
                                                                                        – init (
   onValueChanged: pyqtSignal(int),
                                              onPlayButtonPressed: pyqtSignal(),
                                                                                            onOpenLogButtonPressed: pyqtSignal(),
   parent: Optional<QWidget> = None,
                                                                                            onAgentVarsButtonPressed: pygtSignal(),
                                              onPauseButtonPressed: pyqtSignal(),
                                              onStepButtonPressed: pyqtSignal(),
                                                                                            parent: Optional<QWidget> = None,
                                             onRestartButtonPressed: pyqtSignal(),
                                              parent: Optional<QWidget> = None,
                                                       LabelledIconButton
                                             -__init__(
                                                icon: QStyle.StandardPixmap,
                                                labelText: str,
                                                parent: Optional<QWidget> = None,
```

)