```
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
                                                                                     __painter: QPainter
       -__init__(
          onPlayButtonPressed: pyqtSlot(),
                                                                                     __maze: MazeProtocol
           onPauseButtonPressed: pyqtSlot(),
                                                                                      keepAspectRatio: bool
          onStepButtonPressed: pyqtSlot(),
                                                                                     ___init__(
          onRestartButtonPressed: pygtSlot(),
                                                                                         minimumSize: QSize,
          onSpeedControlValueChanged: pyqtSlot(),
                                                                                         maze: MazeProtocol,
           onOpenLogButtonPressed: pyqtSlot(),
                                                                                         parent: Optional<QWidget> = None,
           onAgentVarsButtonPressed: pvgtSlot(),
                                                                                         keepAspectRatio: bool = True,
          onGenerateMazeButtonPressed: pyqtSlot(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: pyqtSlot(),
                                           onPauseButtonPressed: pyqtSlot(),
                                           onStepButtonPressed: pyqtSlot(),
                                           onRestartButtonPressed: pyqtSlot(),
                                           onSpeedControlValueChanged: pygtSlot(int),
                                           onOpenLogButtonPressed: pyqtSlot(),
                                           onAgentVarsButtonPressed: pyqtSlot(),
                                           mazeSize: XY,
                                           parent: Optional<QWidget> = None,
                                          onSolveButtonPressed()
                                           SolverControlsView
                                                                                                         XYPicker
                                                                                          -__ySpinBox: QSpinBox
                            -__init (
                                                                                          -__xSpinBox: QSpinBox
                                onPlayButtonPressed: pyqtSlot(),
                                onPauseButtonPressed: pyqtSlot(),
                                                                                          -__init (
                                onStepButtonPressed: pyqtSlot(),
                                                                                              minimum: XY,
                                onRestartButtonPressed: pyqtSlot(),
                                                                                              maximum: XY,
                                onSpeedControlValueChanged: pyqtSlot(int),
                                                                                              initialValue: XY,
                                onOpenLogButtonPressed: pyqtSlot(),
                                                                                              parent: Optional<QWidget> = None,
                                onAgentVarsButtonPressed: pyqtSlot(),
                                                                                              label: str = "by",
                                parent: Optional<QWidget> = None,
                                                                                          +getValues() -> XY
    MazeSolverSpeedControlView
                                                   SolverControlButtonsView
                                                                                                    SolverWindowsButtonView
                                                                                          -__init_ (
-__init__(
                                            -__init (
   onValueChanged: pyqtSlot(int),
                                                onPlayButtonPressed: pyqtSlot(),
                                                                                              onOpenLogButtonPressed: pyqtSlot(),
   parent: Optional<QWidget> = None,
                                                onPauseButtonPressed: pyqtSlot(),
                                                                                              onAgentVarsButtonPressed: pyqtSlot(),
                                                onStepButtonPressed: pyqtSlot(),
                                                                                              parent: Optional<QWidget> = None,
                                               onRestartButtonPressed: pyqtSlot(),
                                               parent: Optional<QWidget> = None,
                                                     LabelledIconButton
                                            -__init (
                                               icon: QStyle.StandardPixmap,
                                               labelText: str,
                                               parent: Optional<QWidget> = None,
```