```
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
                                                     startApplication(self) -> int
                                                      __init__(self) -> None
                                                      initUI(self) -> None
                                                      __onLoadLastMazePressed(self) -> None
                                                      onPlayButtonPressed(self) -> None
                                                      _onPauseButtonPressed(self) -> None
                                                      onStepButtonPressed(self) -> None
                                                      onRestartButtonPressed(self) -> None
                                                      onOpenLogButtonPressed(self) -> None
                                                      __onAgentVariablesButtonPressed(self) -> None
                                                      stepSolver(self) -> None
                                                      __onAgentFinished(self) -> None
                                                      __performSolver(self) -> None
                                                      __instantiateSolver(self, solverSpecification: MazeSolverSpecification) -> MazeSolver
                                                      onSolveButtonPressed(self, solverSpecification: MazeSolverSpecification)
                                                      onGenerateMazeButtonPressed(self, mazeSpecification: MazeGenerationSpecification) -> None
                                                      __onSpeedControlValueChanged(self, newValue: int) -> None
                                                      __onMazeFilePathChosen(self, filePath: str) -> None
                                                      _onMazeInstantiated(self, maze: MazeProtocol) -> None
                                                      __waitThenPerformSolver(self, delay: float) -> None
                                                                                   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: pyqtSignal(),
                                                                                                                    maze: MazeProtocol
                                          onPauseButtonPressed: pyqtSignal(),
                                                                                                                   keepAspectRatio: bool
                                          onStepButtonPressed: pyqtSignal(),
                                                                                                                   -__init__(
                                         onRestartButtonPressed: pyqtSignal(),
                                                                                                                      minimumSize: QSize,
                                          onSpeedControlValueChanged: pygtSignal(),
                                                                                                                      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 = pygtSignal(MazeSolverSpecification)
                                                                         startPosition: XYPicker

    endPosition: XYPicker

                                                                         -__mazeSize: XY
                                                                         -__maximumXY: XY
                                                                         -__init__(
                                                                             onPlayButtonPressed: pygtSignal(),
                                                                             onPauseButtonPressed: pyqtSignal(),
                                                                             onStepButtonPressed: pyqtSignal(),
                                                                            onRestartButtonPressed: pyqtSignal(),
                                                                            onSpeedControlValueChanged: pygtSignal(int),
                                                                             onOpenLogButtonPressed: pygtSignal(),
                                                                            onAgentVarsButtonPressed: pygtSignal(),
                                                                            mazeSize: XY,
                                                                            parent: Optional<QWidget> = None,
                                                                           onSolveButtonPressed()
                                                                         SolverControlsView
                                                                                                                            XYPicker
                                                                                                              - ySpinBox: QSpinBox
                                                           -__init (
                                                              onPlayButtonPressed: pyqtSignal(),
                                                                                                              - xSpinBox: QSpinBox
                                                              onPauseButtonPressed: pygtSignal(),
                                                                                                              - init (
                                                              onStepButtonPressed: pvatSignal(),
                                                                                                                 minimum: XY,
                                                              onRestartButtonPressed: pyqtSignal(),
                                                                                                                 maximum: XY,
                                                              onSpeedControlValueChanged: pygtSignal(int),
                                                                                                                 initialValue: XY,
                                                              onOpenLogButtonPressed: pyqtSignal(),
                                                                                                                  parent: Optional<QWidget> = None,
                                                              onAgentVarsButtonPressed: pyqtSignal(),
                                                                                                                  label: str = "by",
                                                              parent: Optional<QWidget> = None,
                                                                                                              +getValues() -> XY
                                                                       MazeSolverSpeedControlView
                        AgentLogView
                                                                                                                      SolverWindowsButtonView
-__init__(
                                                                  – init (
                                                                                                            - init (
                                                                     onValueChanged: pyqtSignal(int),
       self,
                                                                                                               onOpenLogButtonPressed: pyqtSignal(),
       parent: Optional[QWidget] = None,
                                                                     parent: Optional<QWidget> = None,
                                                                                                               onAgentVarsButtonPressed: pygtSignal(),
       *args: Tuple[Any, Any],
                                                                                                               parent: Optional<QWidget> = None,
       **kwargs: Tuple[Any, Any],
   ) -> None
+onLogUpdate(self, logItems: List[MazeSolverCommand]) -> None
+onStateUpdate(self, state: str) -> None
                                                                                                    SolverControlButtonsView
                                                                                            -__init__(
                                                                                                onPlayButtonPressed: pyqtSignal(),
                                                                                                onPauseButtonPressed: pygtSignal(),
                                                                                                onStepButtonPressed: pyqtSignal(),
                                                                                                onRestartButtonPressed: pyqtSignal(),
                                                                                                parent: Optional<QWidget> = None,
                                                      AgentVariablesView
                           ___init__(
                                                                                                                LabelledIconButton
                                   self,
                                                                                                       -__init (
                                   # The variables are a dictionary of (strings: (var type, value))
                                                                                                          icon: QStyle.StandardPixmap,
                                   variables: dict[str, tuple[type, Any]],
                                                                                                          labelText: str,
                                   parent: Optional[QWidget] = None,
                                                                                                          parent: Optional<QWidget> = None,
                                   *args: Tuple[Any, Any],
                                   **kwargs: Tuple[Any, Any],
                               ) -> None
                           onSolverVariablesChange: pygtSignal(dict)
```