

MainView

```

- _top: TabWidget*
- _bottom:Q TabWidget*
- _topPage1: QWidget*
- _topPage2: QWidget*
- _bottomPage1: QWidget*
- _bottomPage2: QWidget*
- _funcInput: QLineEdit*
- _pointInput: QVector<QVector<QLineEdit*> >
- _partMinX: QDoubleSpinBox*
- _partMinY: QDoubleSpinBox*
- _partMaxX: QDoubleSpinBox*
- _partMaxY: QDoubleSpinBox*
- _partCountX: QSpinBox*
- _partCountY: QSpinBox*
- _partTypeX: QComboBox*
- _partTypeY: QComboBox*
- _part2CountX: QSpinBox*
- _part2CountY: QSpinBox*
- _part2BaseX: QVector<QLineEdit*>
- _part2BaseY: QVector<QLineEdit*>
- _renderButton: QPushButton*
- _oneDimension: QPushButton*
- _helpButton: QPushButton*
- _showSteps: QPushButton*
- help: HelpView*

```

«constructor»

MainView(parent: QWidget)

```

+ partChanged(partX, partY: QVector<double>): void
+ showMessage(msg: QString): void
+ showError(msg: QString): void
- hasEmpty(): bool

```

```

- buttonClick(): void
- partChangedX(): void
- partChangedY(): void
- countChanged(): void
- dimensionChanged(): void
- helpClicked(): void
- showEvent(event: QShowEvent*): void
- closeEvent(event: QCloseEvent*): void

```

```

+ inputSet(input: QString): void
+ inputSet(Qvector<QVector<double> >): void
+ partSet(var: char, min, max: double, count: int, QString: type): void
+ partSet(var: char, points: QVector<double>): void
+ dimensionChanged(enabled: bool): void
+ closed(): void
+ advance(): void

```