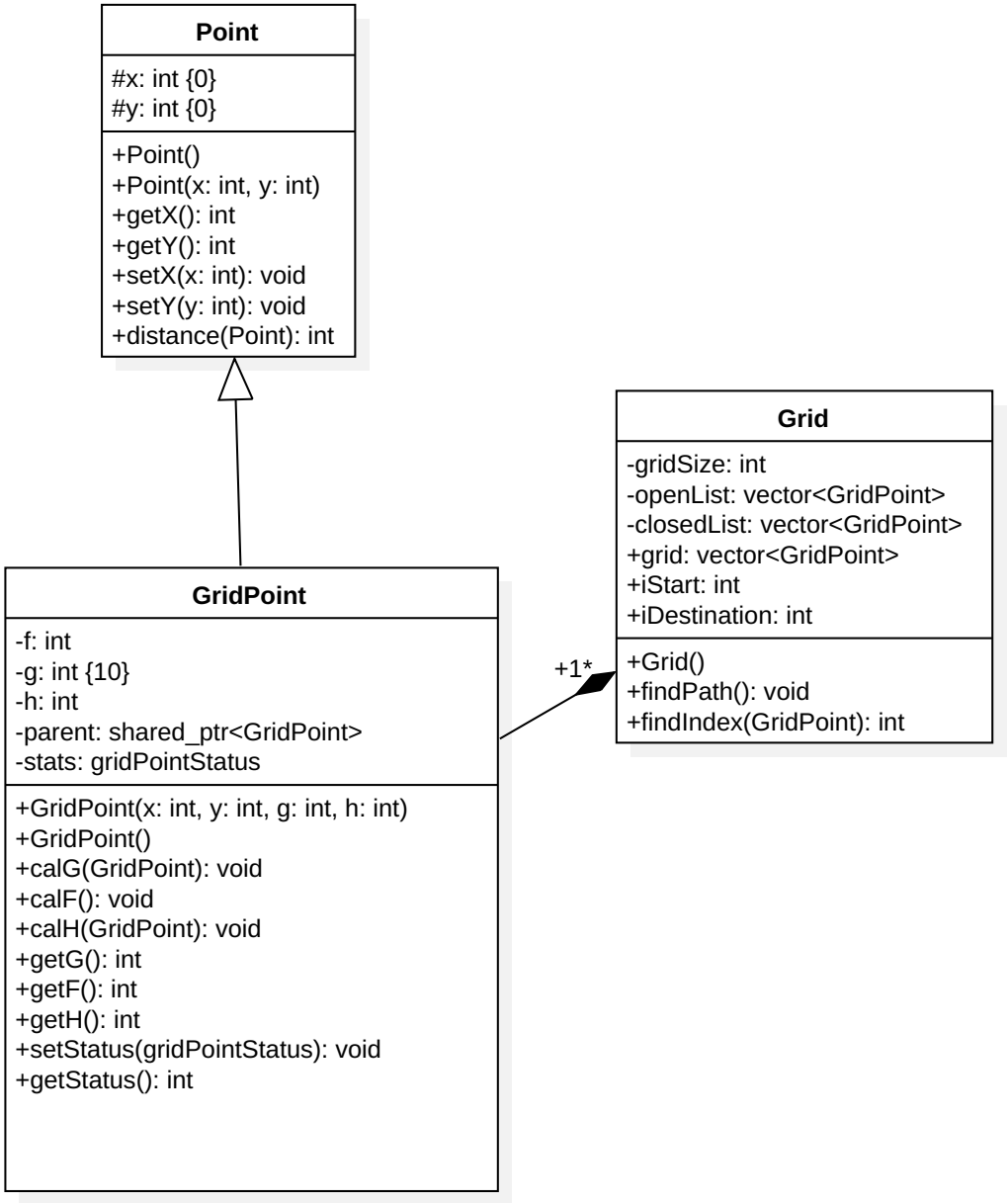
Model::Main


Point
#x: int {0}
#y: int {0}
+Point()
+Point(x: int, y: int)
+getX(): int
+getY(): int
+setX(x: int): void
+setY(y: int): void
+distance(Point): int
Grid
-gridSize: int
-openList: vector<GridPoint>
-closedList: vector<GridPoint>
+grid: vector<GridPoint>
+iStart: int
+iDestination: int
+Grid()
+findPath(): void
+findIndex(GridPoint): int
+1*
GridPoint
-f: int
-g: int {10}
-h: int
-parent: shared_ptr<GridPoint>
-stats: gridPointStatus
+GridPoint(x: int, y: int, g: int, h: int)
+GridPoint()
+calG(GridPoint): void
+calF(): void
+calH(GridPoint): void
+getG(): int
+getF(): int
+getH(): int
+setStatus(gridPointStatus): void
+getStatus(): int