

Siftables

Class

Application

Methods

Application_Exit() : void
ApplicationStartup() : void
ApplicationUnhandledException() : void
ReportErrorToDOM() : void
Siftables()

AppRunner

Class

Fields

_appRunner : AppRunner
_runner : Thread
_uiDispatcher : Dispatcher
TimeBetweenTicks : int

Properties

App : BaseApp
Cubes : CubeSet
IsRunning : bool

Methods

AppRunner()
FindBaseApp() : BaseApp
GetInstance() : AppRunner
LoadApplication() : void
PauseExecution() : void
ResetCubes() : void
RunApplnThread() : void
StartExecution() : void
StopExecution() : void

MainWindowView

Class

UserControl

Methods

MainWindowView()

MainWindowViewModel

Class

Fields

_imageSources : ImageSources
_status : string
NumInitialCubes : int
ReadyStatus : string

Properties

AppRunner : AppRunner
ChangeNumberOfCubesCommand : RelayCommand<EventArgs>
CubeSet : CubeSet
CubeViewModels : ObservableCollection<CubeViewModel>
LoadAFileCommand : RelayCommand
RefreshNeighborsCommand : RelayCommand
ReloadAFileCommand : RelayCommand
SnapToGridCommand : RelayCommand
Status : string

Methods

CalculateNeighbors() : void
MainWindowsViewModel()
NotifyPropertyChanged() : void

Events

PropertyChanged : PropertyChangedEventHandler

ClipBehavior

Class

Fields

ToBoundsProperty : DependencyProperty

Methods

ClipToBounds() : void
fe_Loaded() : void
fe_SizeChanged() : void
GetToBounds() : bool
OnToBoundsPropertyChanged() : void
SetToBounds() : void

CubeView

Class

UserControl

Methods

CubeView()

CubeViewModel

Class

Fields

_backgroundColor : Brush
_imageSources : ImageSources
_pendingBackgroundColor : SolidColorBrush
_pendingScreenItems : Collection<FrameworkElement>
_positionX : int
_positionY : int
_screenItems : ObservableCollection<FrameworkElement>

Properties

BackgroundColor : Brush
ButtonPressCommand : RelayCommand
ButtonReleaseCommand : RelayCommand
CubeFlipCommand : RelayCommand
CubeModel : Cube
ImageSources : ImageSources
PositionX : int
PositionY : int
RotateCcwCommand : RelayCommand
RotateCwCommand : RelayCommand
ScreenItems : ObservableCollection<FrameworkElement>
TiltDownCommand : RelayCommand
TiltLeftCommand : RelayCommand
TiltRightCommand : RelayCommand
TiltUpCommand : RelayCommand

Methods

AddPendingImage() : void
AddPendingRectangle() : void
CubeViewModel()
EmptyScreenItems() : void
NotifyPropertyChanged() : void
PaintPendingGraphics() : void
UpdatePendingBackgroundColor() : void

Events

PropertyChanged : PropertyChangedEventHandler

DragAndDropBehavior

Class

Behavior<UIElement>

Fields

_isDragging : bool
mouseClickPosition : Point
parent : DependencyObject

Methods

AssociatedObject_MouseLeftButtonDown() : void
AssociatedObject_MouseLeftButtonUp() : void
AssociatedObject_MouseMove() : void
OnAttached() : void
OnDetaching() : void

CubeSet

Class

Collection<Cube>

Methods

ClearEvents() : void
ClearUserData() : void
CubeById() : Cube
CubeSet()
toArray() : Cube[]

ImageSources

Class

Fields

ValidImageExtensions : string[]

Properties

ImageSource : Dictionary<string, BitmapImage>

Methods

Contains() : bool
GetBitmapImage() : BitmapImage
GetImageInfo() : ImageInfo
GetImageSet() : ImageSet
ImageSources()
LoadImages() : void