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
- RunAppInThread() : 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
- MainWindowViewModel()
- 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
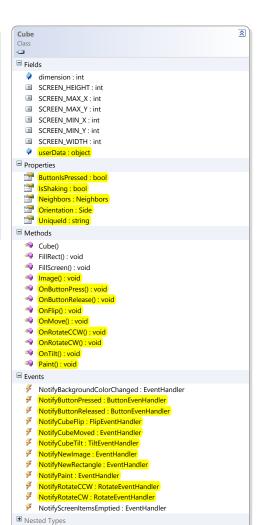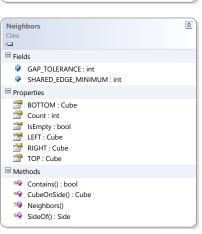- ImageSources()
- LoadImages() : void

BaseApp
Class

Properties
- AppID : string
- CubeSet : CubeSet
- DeltaTime : float
- FrameRate : int
- Images : ImageSet
- IsIdle : bool
- ResourcePath : string
- StoredData : Data
- TargetDeltaTime : float
- Time : float

Methods
- AssociateCubes() : void
- BaseApp()
- Setup() : void
- Tick() : void

Cube
Class

Fields
- dimension : int
- SCREEN_HEIGHT : int
- SCREEN_MAX_X : int
- SCREEN_MAX_Y : int
- SCREEN_MIN_X : int
- SCREEN_MIN_Y : int
- SCREEN_WIDTH : int
- userData : object

Properties
- ButtonIsPressed : bool
- IsShaking : bool
- Neighbors : Neighbors
- Orientation : Side
- UniqueId : string

Methods
- Cube()
- FillRect() : void
- FillScreen() : void
- Image() : void
- OnButtonPress() : void
- OnButtonRelease() : void
- OnFlip() : void
- OnMove() : void
- OnRotateCCW() : void
- OnRotateCW() : void
- OnTilt() : void
- Paint() : void

Events
- NotifyBackgroundColorChanged : EventHandler
- NotifyButtonPressed : ButtonEventHandler
- NotifyButtonReleased : ButtonEventHandler
- NotifyCubeFlip : FlipEventHandler
- NotifyCubeMoved : EventHandler
- NotifyCubeTilt : TiltEventHandler
- NotifyNewImage : EventHandler
- NotifyNewRectangle : EventHandler
- NotifyPaint : EventHandler
- NotifyRotateCCW : RotateEventHandler
- NotifyRotateCW : RotateEventHandler
- NotifyScreenItemsEmptied : EventHandler

Nested Types

Neighbors
Class

Fields
- GAP_TOLERANCE : int
- SHARED_EDGE_MINIMUM : int

Properties
- BOTTOM : Cube
- Count : int
- IsEmpty : bool
- LEFT : Cube
- RIGHT : Cube
- TOP : Cube

Methods
- Contains() : bool
- CubeOnSide() : Cube
- Neighbors()
- SideOf() : Side

NeighborRefreshBehavior
Class
↟ Behavior<CubeView>

Fields
- _isDragging : bool

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