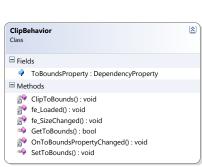




```
MainWindowViewModel
                                                          <u>`</u>
☐ Fields
  _imageSources : ImageSources
  status : string
  NumInitialCubes : int
  ReadyStatus : string
■ Properties
  AppRunner : AppRunner
  ChangeNumberOfCubesCommand : RelayCommand < EventArgs >
  CubeSet : CubeSet
  CubeViewModels : ObservableCollection < CubeViewModel >
  LoadAFileCommand : RelayCommand
  RefreshNeighborsCommand : RelayCommand
  ReloadAFileCommand : RelayCommand
  SnapToGridCommand : RelayCommand
  Status : string
■ Methods
  CalculateNeighbors(): void
  MainWindowViewModel()
  NotifyPropertyChanged(): void
■ Events
  PropertyChanged : PropertyChangedEventHandler
```

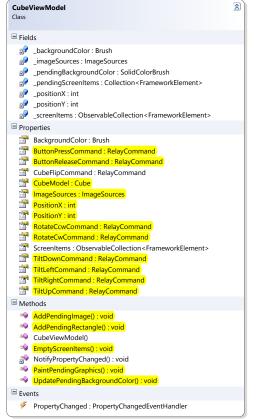


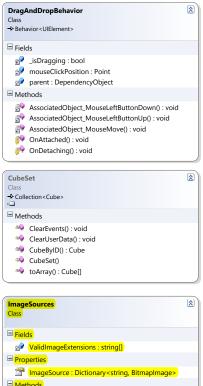
```
CubeView
Class

→ UserControl

Methods

← CubeView()
```





Contains(): bool

GetBitmaplmage(): Bitmaplmage

GetImageInfo(): ImageInfo
GetImageSet(): ImageSet
ImageSources()
LoadImages(): void