

Siftables

Class

Application

Methods

Application_Exit() : void

Application_Startup() : void

Application_UnhandledException() : void

ReportErrorToDOM() : void

Siftables()

AppRunner

Class

Fields

_app : BaseApp

_cubes : CubeSet

_isRunning : bool

_runner : Thread

_uiDispatcher : Dispatcher

Properties

Cubes : CubeSet

Running : bool

Methods

AppRunner()

PauseExecution() : void

Run() : void

StartExecution() : void

StopExecution() : void

MainWindowView

Class

UserControl

Methods

MainWindowView()

MainWindowViewModel

Class

Fields

_appRunner : AppRunner

_cubes : ObservableCollection<CubeView>

_status : string

ReadyStatus : string

Properties

ARunner : AppRunner

ChangeNumberOfCubesCommand : RelayCommand<EventArgs>

Cubes : ObservableCollection<CubeView>

LoadAFileCommand : RelayCommand

ReloadAFileCommand : RelayCommand

SiftCubeSet : CubeSet

SnapToGridCommand : RelayCommand

Status : string

Methods

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

_cube : Cube

_screenItems : ObservableCollection<FrameworkElement>

Properties

BackgroundColor : Brush

CubeModel : Cube

ScreenItems : ObservableCollection<FrameworkElement>

Methods

CubeViewModel()

NotifyPropertyChanged() : void

UpdateBackgroundColor() : void

UpdateScreenItems() : 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

DragAndDropBehavior_MouseEnter() : void

DragAndDropBehavior_MouseLeave() : void

OnAttached() : void

OnDetaching() : void

BaseApp

Class

Fields

_cubes : CubeSet

FrameRate : int

Properties

Cubes : CubeSet

Methods

BaseApp()

Setup() : void

Tick() : void

MyApp

Class

BaseApp

Cube

Class

Fields

_backgroundColor : Color

_screenItems : Collection<FrameworkElement>

dimension : int

SCREEN_HEIGHT : int

SCREEN_MAX_X : int

SCREEN_MAX_Y : int

SCREEN_MIN_X : int

SCREEN_MIN_Y : int

SCREEN_WIDTH : int

Properties

BackgroundColor : Color

ScreenItems : Collection<FrameworkElement>

Methods

Cube()

FillRect() : void

FillScreen() : void

Events

NotifyBackgroundColorChanged : EventHandler

NotifyScreenItemsChanged : EventHandler

Nested Types

CubeSet

Class

Collection<Cube>

Methods

ClearEvents() : void

ClearUserData() : void

CubeByID() : Cube

CubeSet()

toArray() : Cube[]

Neighbors

Class

Fields

_neighbors : Cube[]

_numNeighbors : int

Properties

BOTTOM : Cube

Count : int

IsEmpty : bool

LEFT : Cube

RIGHT : Cube

TOP : Cube

Methods

Contains() : bool

CubeOnSide() : Cube

Neighbors()

SideOf() : Side

sideUtil() : void