

# Model

## Coverage

```

-Coverage : String
-Error : boolean
-outCompile : String

+Coverage()
+Coverage(boolean, String, String1)
+getOutCompile() : String
+setOutCompile(String) : void
+getCoverage() : String
+getError() : Boolean
+setCoverage(String) : void
+setError(boolean) : void
    
```

## Messaggio

```

-msg : String

+Messaggio()
+setMsg(String) : void
+getMsg() : String
+Messaggio(String)
    
```

## Partita

```

-CodiceClasse : String
-CodiceTest : String
-IdGiocatore : Long
-IdPartita : Long
-IdRobot : Long
-NameClasse : String

+Partita()
+Partita(Long, Long1, String, String1, Long2, String2)
+getCodiceClasse() : String
+getCodiceTest() : String
+getIdGiocatore() : Long
+getIdPartita() : Long
+getIdRobot() : Long
+getNameClasse() : String
+setCodiceClasse(String) : void
+setCodiceTest(String) : void
+setIdGiocatore(Long) : void
+setIdPartita(Long) : void
+setIdRobot(Long) : void
+setNameClasse(String) : void
    
```

## Test

```

-Code : String
-CodiceClasse : String
-IdGiocatore : Long
-IdPartita : Long
-IdRobot : Long
-Name : String
-NameClasse : String

+Test()
+Test(String, String1, Long, Long1, String2, String3, Long3)
+getCode() : String
+getCodiceClasse() : String
+getIdGiocatore() : Long
+getIdPartita() : Long
+getIdRobot() : Long
+getName() : String
+getNameClasse() : String
+setCode(String) : void
+setCodiceClasse(String) : void
+setIdGiocatore(Long) : void
+setIdPartita(Long) : void
+setIdRobot(Long) : void
+setName() : String
+setNameClasse(String) : void
    
```



# Controller

## EditorAppApplication

```

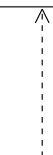
+main(String) : void
    
```

## EditorAppContorlier

```

-coverageResult : Coverage
-partita : Partita
-restTemplate = new RestTemplate() {readOnly}
-uriClassServer : String
-uriCoverageServer : String
-uriTestsServer : String

+getCodiceClasse() : ResponseEntity<String>
+getCoverage(Messaggio) : ResponseEntity<String>
+saveTest(Messaggio) : String
+template() : String
+updateCode() : String
    
```



# View

## Landing

```

-CodeEditorWindow
-ClassWindow
-OutputWindow
-ThemeDropdown

+handleEditorDidMount(monacoEditor, monaco) : void
+handleEditorDidMountE(monacoEditorE, monacoE) : void
+onChange(action, data)
+handleSave()
+handleSaveAs()
+handleCompile()
+handleThemeChange(th)
    
```

## OutputWindow

```

+OutputNull()
+OutputCoverage(outputString)
+OutputWindow(outputString, coverageDisplay)
    
```

## ThemeDropdown

```

-monacoThemes

+ThemeDropdown(handleThemeChange, theme)
    
```

## monacoThemes

## CodeEditorWindow

```

-Editor

+CodeEditorWindow(onChange, language, code, theme)
+handleEditorChange(value)
    
```

## ClassWindow

```

-Editor

+ClassEditor(code, language, theme, editorDidMount)
+ClassEditorCoverage(code, language, theme, editorDidMount)
+CoverageWindow(code, url)
+ClassWindow(coverageDisplay, code, language, url, theme, editorDidMount, editorDidMountE)
    
```

## Editor