

<<abstract>>
Field

- prompt: String
- clear: boolean
- value: Type
+ prompt
+ set(value: Type): void
+ value(): Type
+ clear(): void
+ dirty(): void
+ cleared(): boolean
+ isReadOnly(): boolean
+ <<abstract>> parse(): String; boolean

Field Boolean

- <<Field>> BOOLEAN.WORD.YES: String
- <<Field>> BOOLEAN.WORD.NO: String
- <<Field>> BOOLEAN.CHAR.YES: char
- <<Field>> BOOLEAN.CHAR.NO: char

Field Real

Field String

Form

- ui: Dialog
- title: String
+ title(): String
+ entries(): Collection<Field<?>>
+ Field(key: String): Field<?>
- add(key: String, in: Field<?>): void
+ addBooleanField(key: String, label: String): void
+ addStringField(key: String, label: String): void
+ addRealField(key: String, label: String): void
+ addIntegerField(key: String, label: String): void
- get(key: String, type: String): Object
+ booleanField(key: String): boolean
+ StringField(key: String): String
+ realField(key: String): Double
+ integerField(key: String): Integer
+ parse(): Form
+ parseClear(): boolean; Form
+ clear(): void
+ confirm(prompt: String): boolean
+ requestInteger(prompt: String): Integer
+ requestReal(prompt: String): Double
+ requestString(prompt: String): String

Field Integer

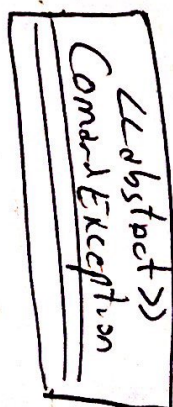
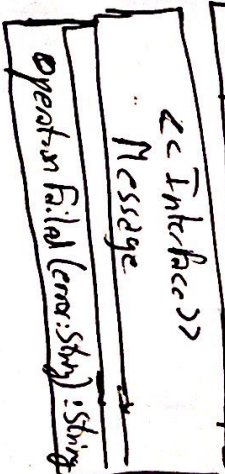
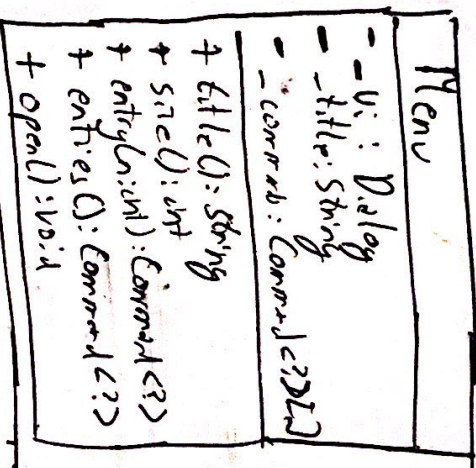
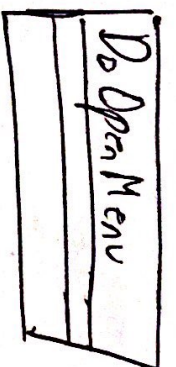
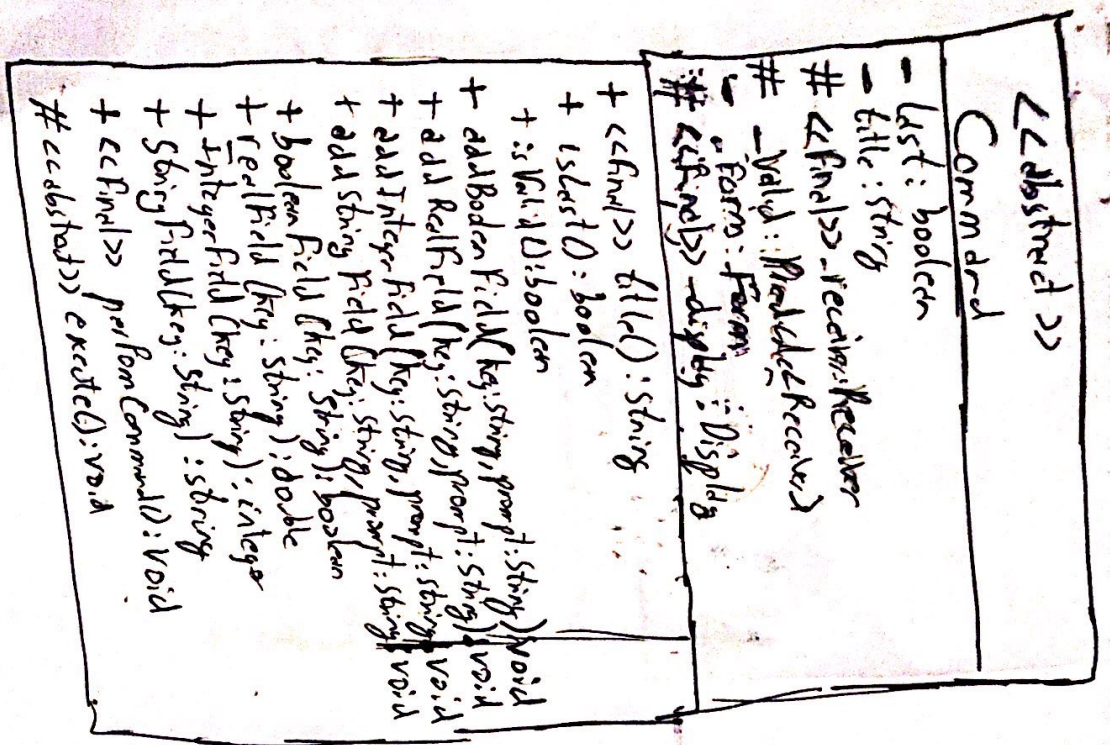
Field String

Field None

+ isReadOnly(): boolean

Form Exception

pt. tecnica. ulb. Bm.



p.t. tecnico. u.b. menus

Attributes, like Form, Display in Command, or
-ui: Dialog, -command: Command<?DLD> are already
represented in the class diagram with → or
other representations, if missing they're already
represented in the actual diagram.

Text Interaction

- in: Buffered Reader
- out: PrintStream
- log: PrintStream
- writeInpt: boolean
- <<Print>> readString(prompt: String): String
- <<Print>> readInteger(prompt: String): int

Composite PrintStream

- err: boolean
- streams: Collection<PrintStream>
- <<Print>> add(ps: PrintStream): void

Return EOF-Exception

As the previous page, attributes like -in: Buffered Reader, etc. are also represented in the class diagram.

pt. leanco. with. text

pt. tecnica u.l.b

<< Interface >> Interaction Driver

- ~ open (menu: Menu): void
- ~ fill (form: Form): void
- ~ render (title: String, text: String): void
- ~ close(): void

Dialog

- << final >> ACTION_CHANNEL: String
- << final >> CHANNEL_SWING: String
- << final >> CHANNEL_NEW_SWING: String
- << final >> CHANNEL_TEXT: String
- + UI: Dialog
- backend: InteractionDriver
- + Dialog (backend: InteractionDriver): void
- + open (menu: Menu): void
- + fill (form: Form): void
- + render (title: String, text: String): void
- + close(): void

Display

- ui: Dialog
- title: String
- text: StringBuilder
- + add (toAdd: Object): Display
- + removeAll (items: Collection <?>): Display
- + addLine (toAdd: Object): Display
- + addNewLine (toAdd: Object) Face: boolean): Display
- + display(): void
- + popup (toPop: Object): void
- + popup (toPop: Collection <?>): void
- + clear(): void

Declarar por minha honra q- este diagrama R: representa apenas partes de elementos q- constituem o grupo de projetos

Propridade R: 12