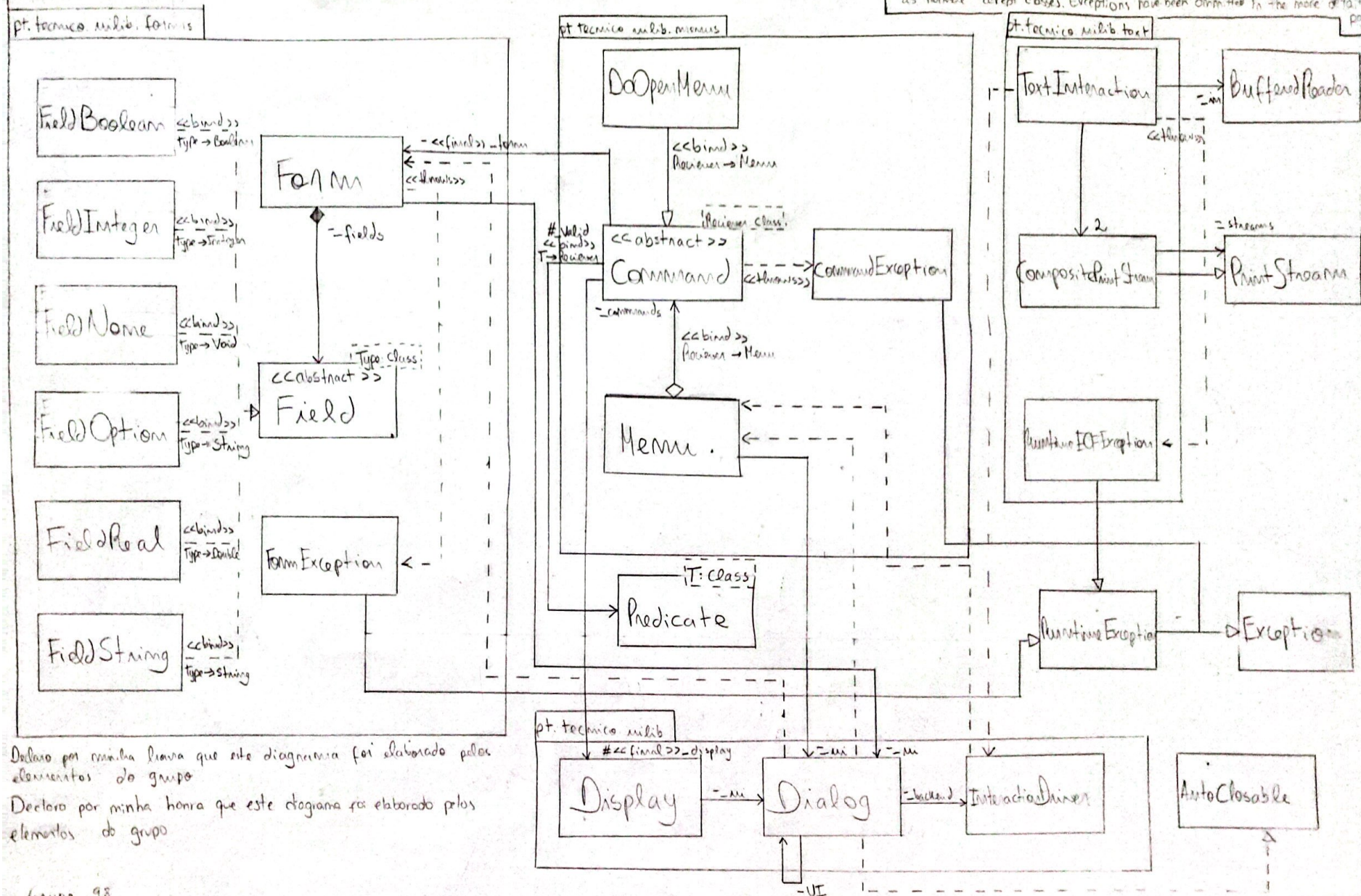


Method "equals" and "toString" have been omitted since they are from Object.setters. Some setters, getters and class serial numbers have also been omitted. Prompt and Message have been omitted since they are never instantiated as normal concept classes. Exceptions have been omitted in the more detailed pages



Declaro por minha honra que este diagrama foi elaborado pelos elementos do grupo

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Grupo 98
Vicente Duarte
Leonardo Neves

Display

- _ui : Dialog
- _title : String
- _text : String Builder

+ add (toAdd : Object) : Display
+ addAll (items : Collection<?>) : Display
+ addLine (toAdd : Object) : Display
+ addNewLine (toAdd : Object, force : boolean) : Display
+ <<final>> display () : Void
+ <<final>> displayText () : Void
+ popup (toPop : Object) : Void
+ popup (toPop : Collection<?>) : Void
+ clear () : Void

Dialog

- <<final>> ACTION_CHANNEL : String = "ui"
- <<final>> CHANNEL_SWING : String = "swing"
- <<final>> CHANNEL_NEW_SWING : String = "newSwing"
- <<final>> CHANNEL_TEXT : String = "text"
+ UI : Dialog
- _backend : InteractionDriver
+ open (menu : Menu) : Void
+ fill (form : Form) : Void
+ render (title : String, text : String) : Void
+ close () : Void

<<interface>> InteractionDriver

+ open (menu : Menu) : Void
+ fill (form : Form) : Void
+ render (title : String, text : String) : Void
+ close () : Void

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<<abstract>> Command

- _last : Boolean
- _title : String
<<final>> _renderer : Renderer
_valid : Predicate<Renderer>
- <<final>> _form : Form
<<final>> _display : Display

+ isLast () : boolean
+ isValid () : boolean
+ addBooleanField (key : String, prompt : String) : Void
+ addRealField (key : String, prompt : String) : Void
+ addStringField (key : String, prompt : String) : Void
+ addOptionField (key : String, prompt : String, options : String) : Void
+ booleanField (key : String) : boolean
+ realField (key : String) : double
+ integerField (key : String) : Integer
+ stringField (key : String) : String
+ optionField (key : String) : String
+ <<final>> perform (command) : Void
<<abstract>> execute () : Void

DoOpenMenu

<<final>> execute () : Void

Text Interaction

- _in : Buffered Reader
- _out : Print Stream
- _log : Print Stream
- _writeInput : boolean
+ close () : Void
+ open (menu : Menu) : Void
+ fill (form : Form) : Void
+ render (title : String, text : String) : Void
+ readString (prompt : String) : String
+ readInteger (prompt : String) : int

Composite Print Stream

- _streams : Collection<PrintStream>
- _error : boolean
<<final>> add (ps : PrintStream) : Void

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Menu

- _ui : Dialog
- _title : String
- _commands : Command<?>
+ title () : String
+ size () : int
+ entry (n : int) : Command<?>
+ entries () : Command<?>

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Form

```

- _mi: Dialog
- _title: String
- _fields: Map<String, Field<?>>

+ title(): void
+ 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
+ addOptionField(key: String, label: String, options: String): void
- get(key: String, type: String): Object
+ booleanField(key: String): boolean
+ stringField(key: String): String
+ optionField(key: String): String
+ realField(key: String): double
+ integerField(key: String): Integer
+ parse(): Form
+ parse(clean: Boolean): Form
+ clear(): void
+ confirm(prompt: String): boolean
+ requestInteger(prompt: String): Integer
+ requestReal(prompt: String): double
+ requestString(prompt: String): String
+ requestOption(prompt: String, options: String): String

```

<<abstract>> Field

```

- _prompt: String
- _clean: boolean
# _value: Type

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

```

FieldOption

```

- _options: String[]
+ parse(in: String): boolean

```

FieldReal

```

+ parse(in: String): boolean

```

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FieldBoolean

```

- <<final>> BOOLEAN_WORD_YES: String = "Sim"
- <<final>> BOOLEAN_WORD_NO: String = "Não"
- <<final>> BOOLEAN_CHAR_YES: char = 'S'
- <<final>> BOOLEAN_CHAR_NO: char = 'N'
+ parse(in: String): boolean

```

FieldInteger

```

+ parse(in: String): boolean

```

FieldString

```

+ parse(in: String): boolean

```

FieldNone

```

+ parse(in: String): boolean
+ isReadOnly(): boolean

```