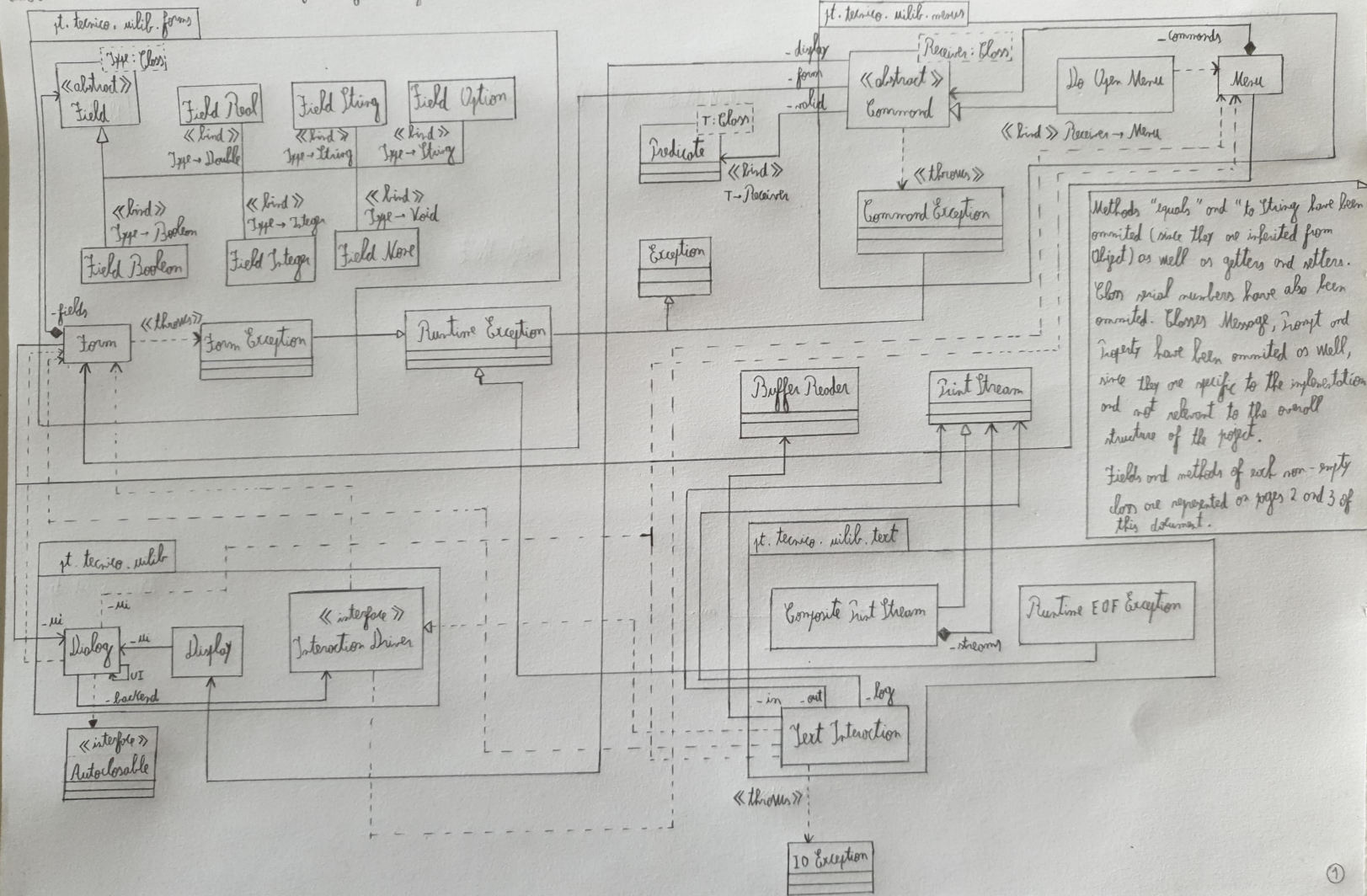


Declara por minha honra que este diagrama foi realizado apenas pelos elementos que constituem o grupo de projeto. *Yorgo Loupou Bóvris* Grupo 54



«abstract» field	Type: Class
- prompt: String	
- clear: boolean	
# value: Type	
+ prompt(): String	
+ set(value: Type): void	
+ value(): Type	
+ clear(): void	
# dirty(): void	
+ cleared(): boolean	
+ is Read Only(): boolean	
+ «abstract» parse(in: String): boolean	

Field Boolean
- «final» BOOLEAN_WORD_YES: String = "yes"
- «final» BOOLEAN_WORD_NO: String = "no"
- «final» BOOLEAN_CHAR_YES: char = 'y'
- «final» BOOLEAN_CHAR_NO: char = 'n'
+ parse(in: String): boolean

Field Integer
+ parse(in: String): boolean

Field Option
- options: String[]
+ parse(in: String): boolean

Field Real
+ parse(in: String): boolean

Field String
+ parse(in: String): boolean

Field More
+ parse(in: String): boolean
+ is Read Only(): boolean
«final» create(): void

Composite Text Stream
- error: boolean
~ «final» add(rs: TextStream): void

More
- ui: Dialog
- title: String
- commands: Command[]
+ title(): String
+ size(): int
+ entry(m: int): Command<?>
+ entries(): Command<?>[]
+ open(): void

«interface» InteractionDriver
+ open(menu: Menu): void
+ fill(form: Form): void
+ render(title: String, text: String): void
+ close(): void

Dialog
- «final» ACTION_CHANNEL: String = "ui"
- «final» CHANNEL_SWING: String = "swing"
- «final» CHANNEL_NEW_SWING: String = "newswing"
- «final» CHANNEL_TEXT: String = "text"
- backend: InteractionDriver
+ open(menu: Menu): void
+ fill(form: Form): void
+ render(title: String, text: String): void
+ close(): void

Display
- ui: Dialog
- text: String Builder
- title: String
+ add(toAdd: Object): Display
+ addAll(items: Collection<?>): Display
+ addLine(toAdd: Object): Display
+ addNewLine(toAdd: Object, force: boolean): Display
+ display(): void
+ pop4(toRep: Object): void
+ pop4(toRep: Collection<?>): void
+ clear(): void

Text Interaction
- out: TextStream
- log: TextStream
- writeInput: boolean
+ close(): void
+ open(menu: Menu): void
+ fill(form: Form): void
+ render(title: String, text: String): void
- «final» readString(prompt: String): String
- «final» readInteger(prompt: String): int

Form

- ui: Dialog
- title: String
- + title(): String
- + entries(): Collection<Field<?>>
- + field(Key: String): Field<?>
- odd(Key: String, in: Field<?>): void
- + oddBooleanField(Key: String, label: String): void
- + oddStringField(Key: String, label: String): void
- + oddRealField(Key: String, label: String): void
- + oddIntegerField(Key: String, label: String): void
- + oddOptionField(Key: String, label: String, options: String...): void
- get(Key: String, type: String): Object
- + booleanField(Key: String): Boolean
- + stringField(Key: String): String
- + realField(Key: String): Double
- + integerField(Key: String): Integer
- + optionField(Key: String): String
- + parse(): Form
- + parse(className: 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 >> Command

Receives: Class

- host: boolean
- title: String
- # << final >> receiver: Receiver
- << final >> form: Form
- # << final >> display: Display
- + << final >> title(): String
- + isHost(): boolean
- + isValid(): boolean
- + oddBooleanField(Key: String, prompt: String): void
- + oddRealField(Key: String, prompt: String): void
- + oddIntegerField(Key: String, prompt: String): void
- + oddStringField(Key: String, prompt: String): void
- + oddOptionField(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 >> performCommand(): void
- # << abstract >> execute(): void