

## util

UTF
+vertical: String +horizontal: String +corner1: String +corner2: String +corner3: String +corner4: String +block: String +full: String +empty: String +skull: String

Table
-TAB_SIZE: int -DEFAULT_SEPARATOR: String -NULL: String
+create(...content: List<?>): String -columnWidth(list: List<?>): int -createBlock(content: String, columnWidth: int): String +list(list: List<?>): String +list(list: List<?>, separator: String): String

Dispatcher
+ANSWER_TIME_LIMIT: int -INTERVAL: int -bufferedReader: BufferedReader
+sendMessage(message: String): void -requestRoutine(message: String): String -safeIntegerConversion(s: String, defaultValue: int): int +requestMappedOption(message: String, options: List<String>, numbers: List<Integer>): int +requestBoolean(message: String): boolean

## printer

ColorPrinter
+println(string: String): void +print(line: String): void +print(grid: ColoredString): void -accumulateLines(grid: ColoredString): List<String> -printAccumulatedLines(lines: List<String>): void +clear(): void +err(message: String): void +stat(message: String): void +mexG(message: String): void +mexS(message: String): void +mexC(message: String): void +log(message: String): void

+prints

Color
+RESET: String +BLACK: String +RED: String +GREEN: String +YELLOW: String +BLUE: String +PURPLE: String +CYAN: String +WHITE: String +toAnsi(color: String): String

+of

ColoredString
-content: String -ansiColor: String
+content(): String +color(): String

## json

DecoratedJsonArray
-content: JSONArray
~unpack(): JSONArray +get(index: int): DecoratedJsonObject +toList(): List<DecoratedJsonObject>

DecoratedJsonObject
-content: JSONObject
~unpack(): JSONObject +getFromFile(file: File): DecoratedJsonObject +writeToFile(file: File): void +putArray(key: String, value: DecoratedJsonArray): void +putObject(key: String, value: DecoratedJsonObject): void +putValue(key: String, value: Object): void +isEmpty(): boolean +getArray(key: String): DecoratedJsonArray +getObject(key: String): DecoratedJsonObject +getString(key: String): String +getInt(key: String): String +getBoolean(key: String): String

+generated by

## JsonObjectGenerator

+getWeaponDeckBuilder(): DecoratedJsonObject +getBoardBuilder(): DecoratedJsonObject +getSavedGameBuilder(): DecoratedJsonObject
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+uses

## JsonPathGenerator

-folderPath: String
+getFile(fileName: String): File