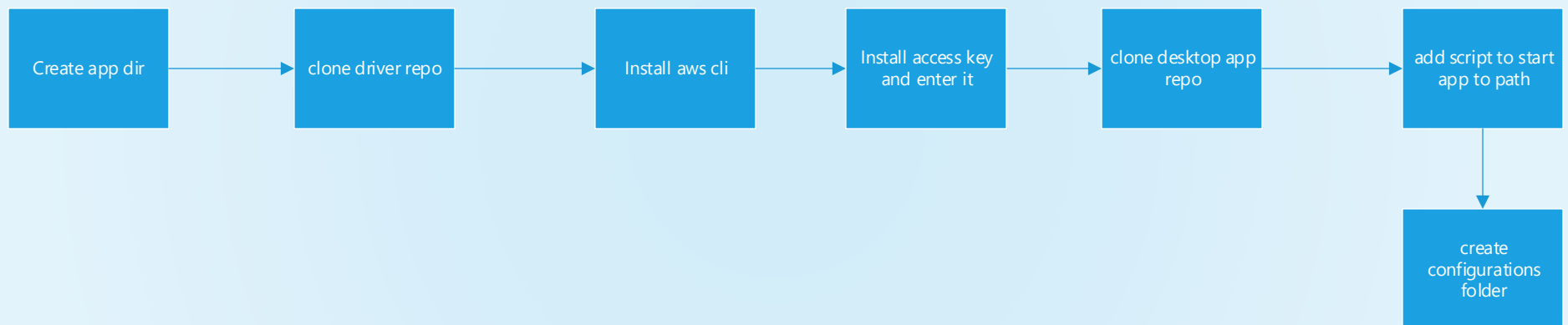
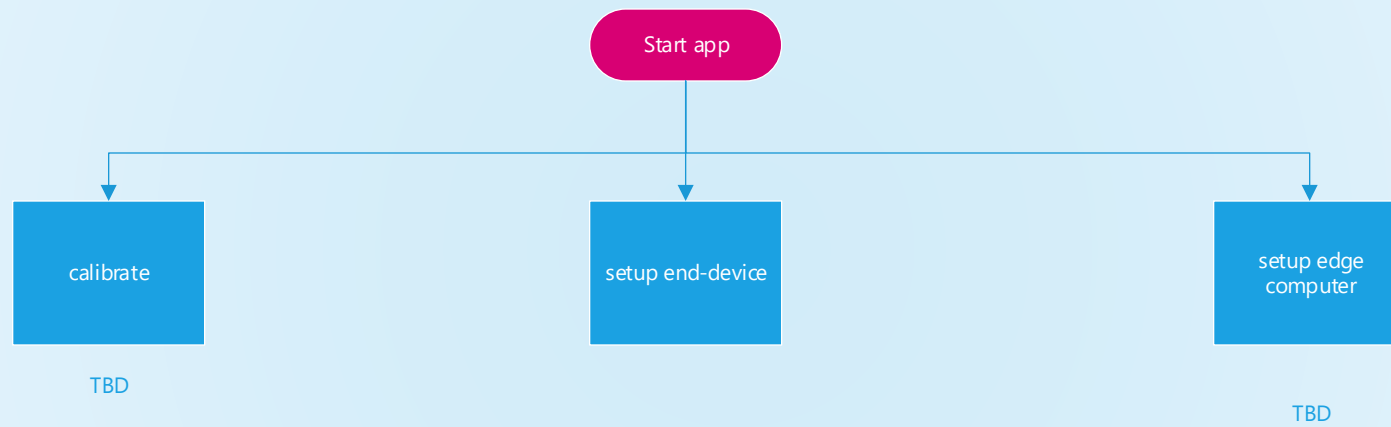


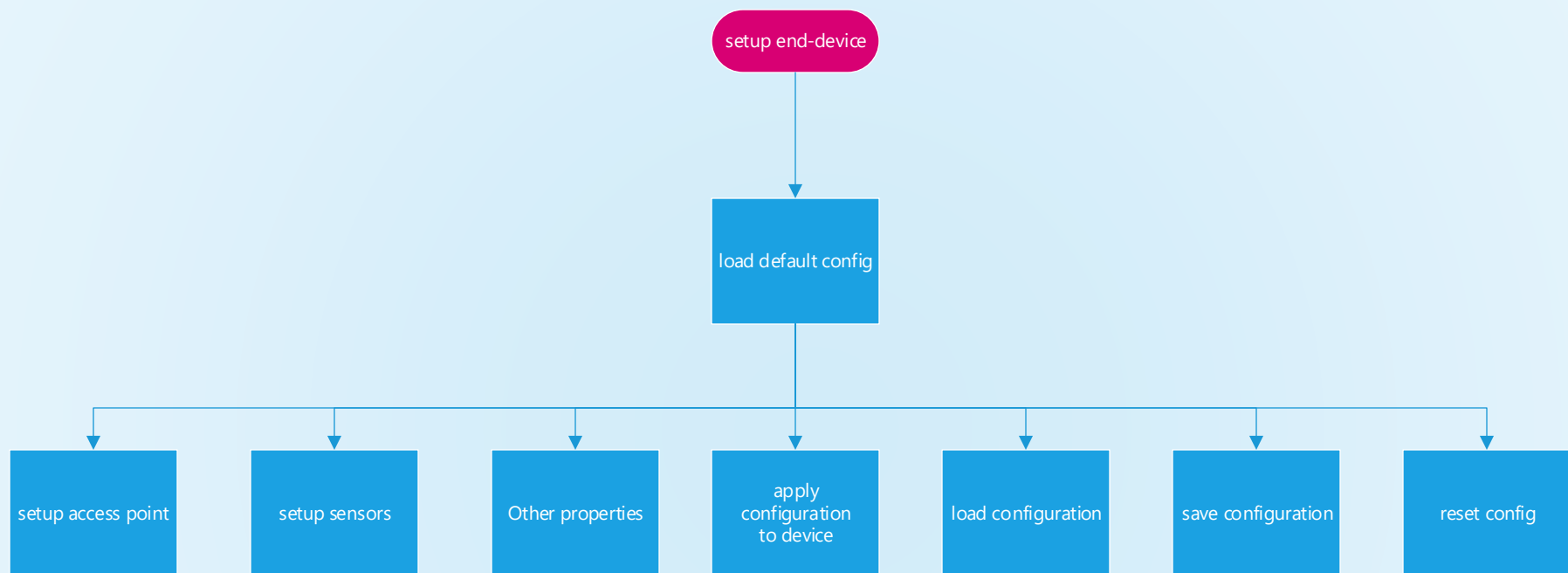
BCIT Research EMA

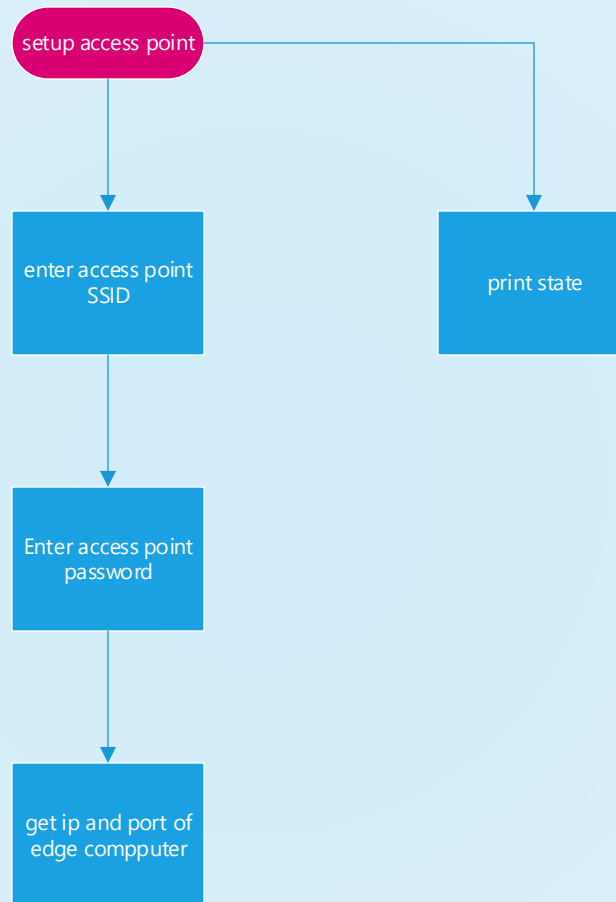
Desktop Application Design

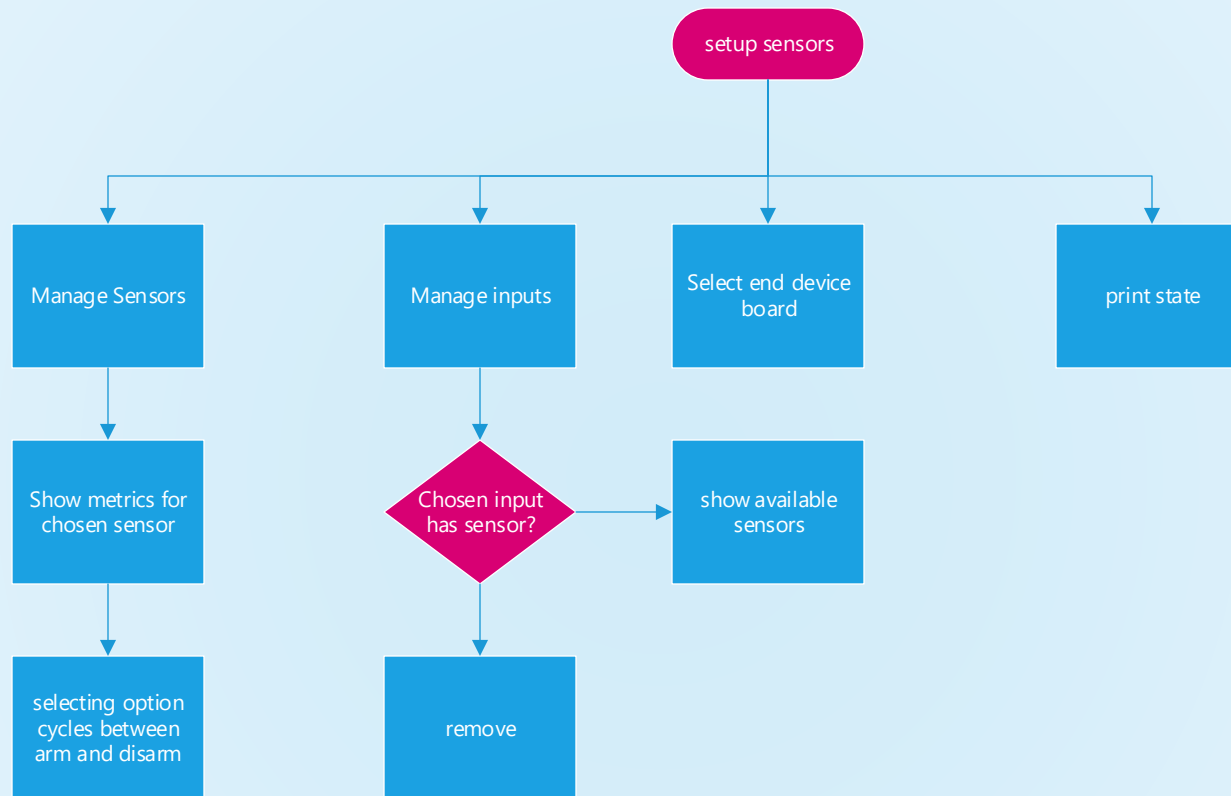
Created: May 22, 2021 – Karel Chanivecky
Updates:

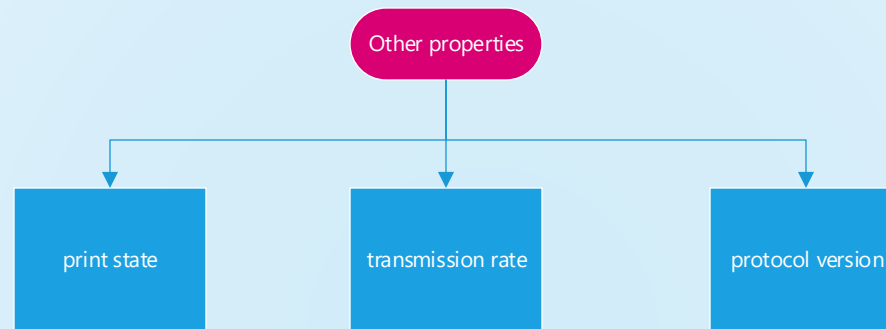


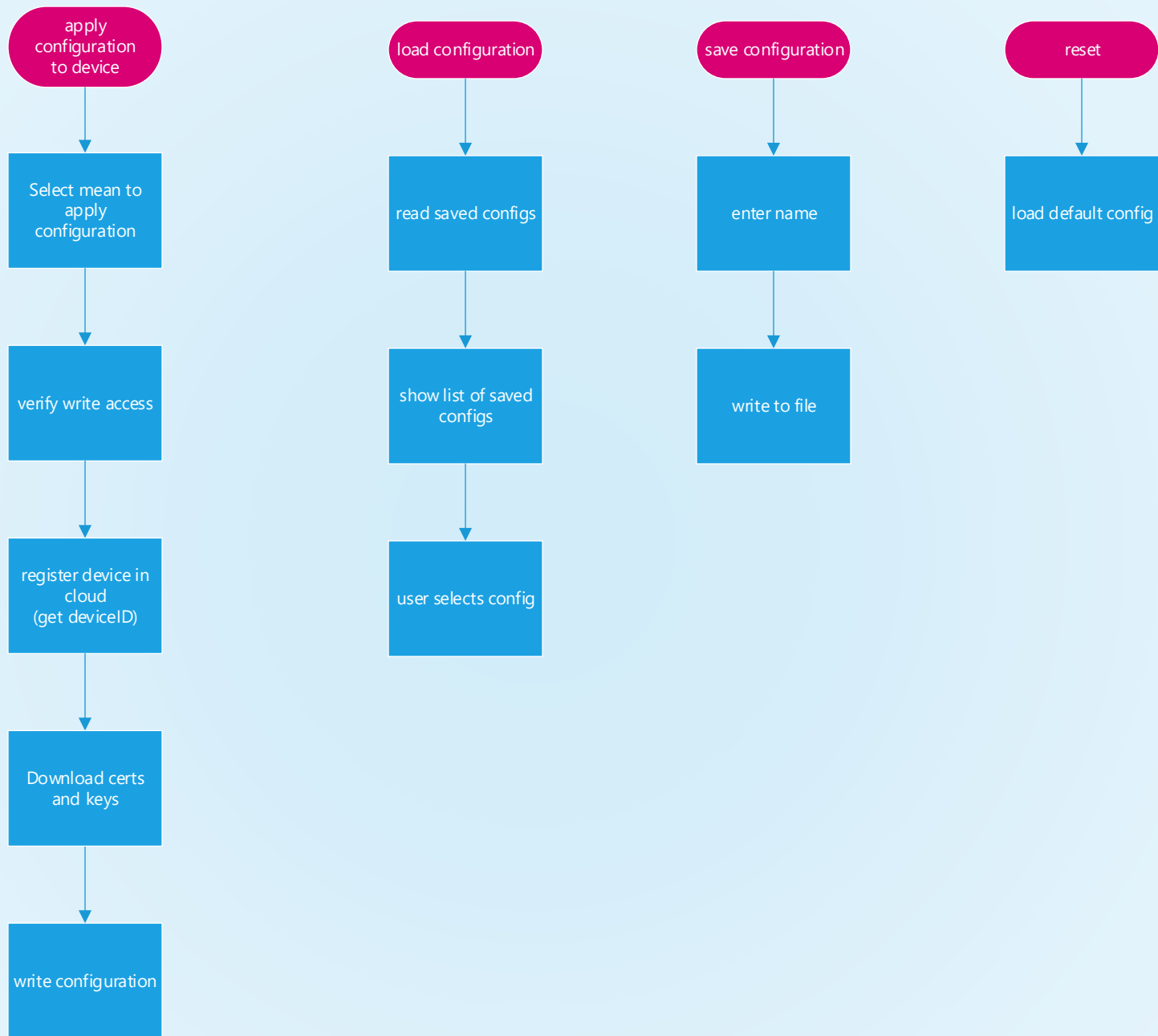




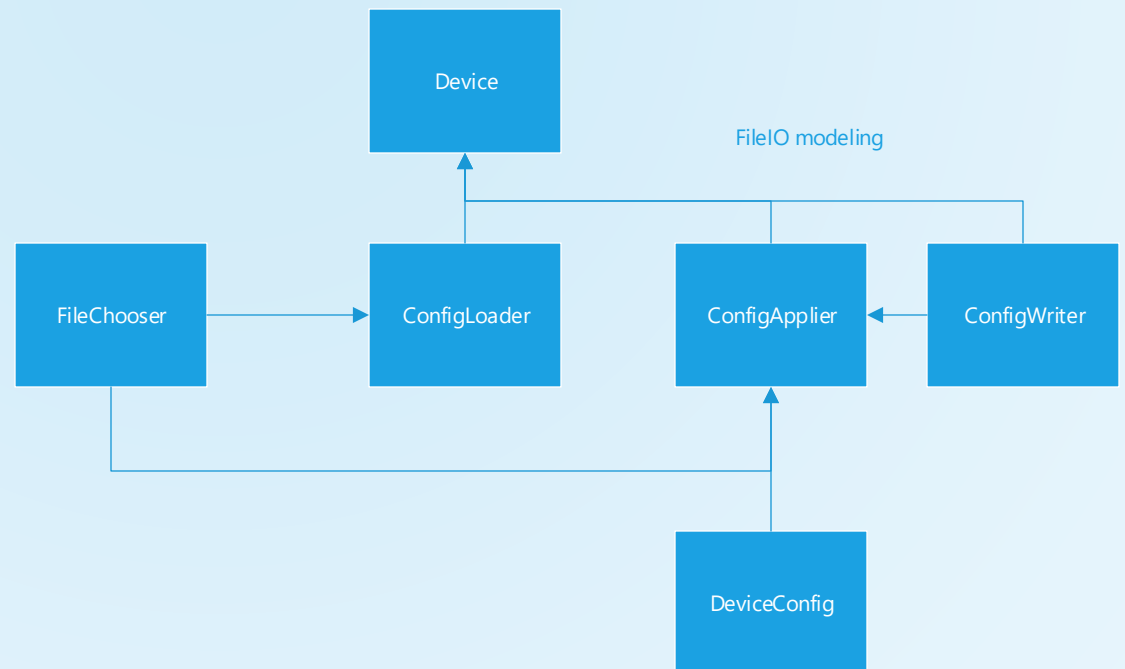








Ignore for now



MenuUI: Provides a graphical representation of menu. For example, could be CLI (print to screen) or could be GUI (JavaFX)

MenuSerializer: Presents several MenuProviders as one(Current implementation returns Option[] and not a new MenuProvider)

MenuProvider: An interface that defines methods to get options

BaseMenuProvider: An abstract class that defines basic variables that all MenuProviders should have. Can be directly inherited to create new MenuProviders

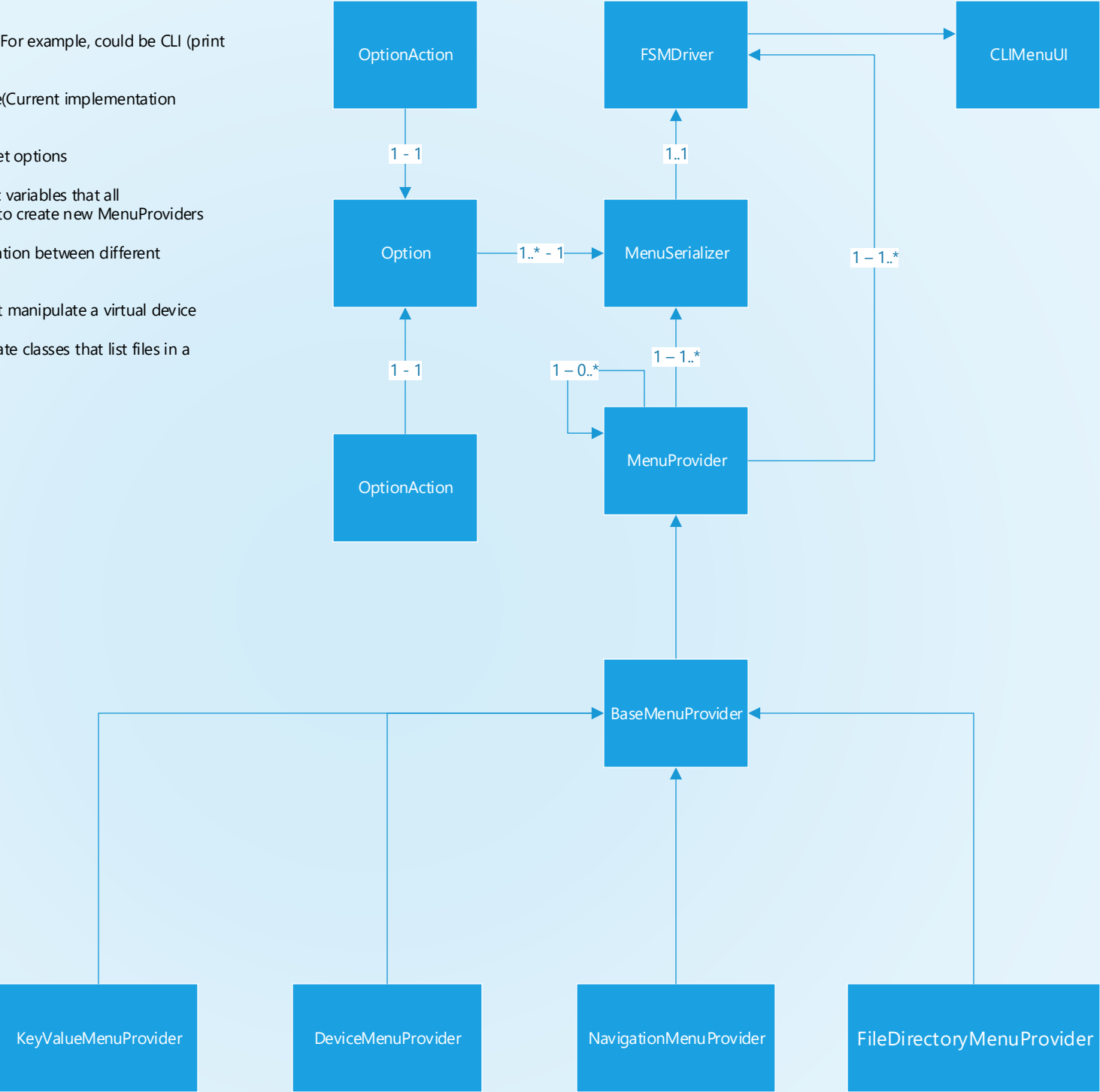
NavigationMenu: A concrete class that provides navigation between different MenuProviders as part of the output options.

DeviceMenu: Abstract class. Used to create classes that manipulate a virtual device

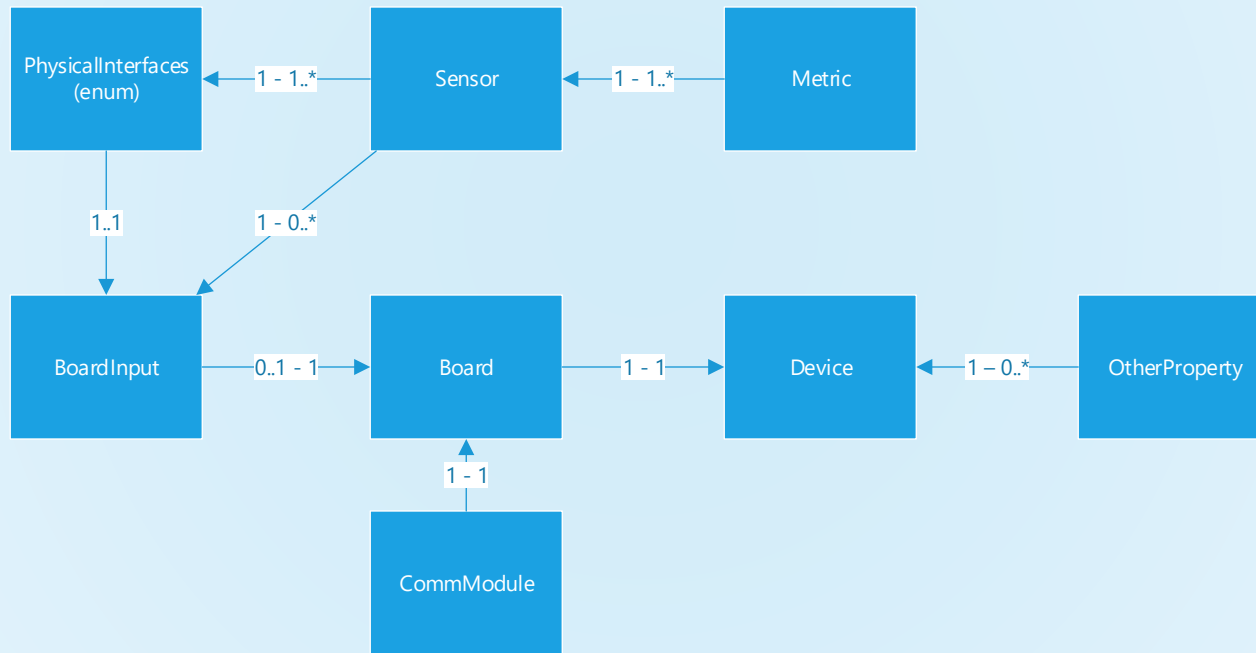
FileDirectoryMenuProvider: Abstract class. Used to create classes that list files in a directory

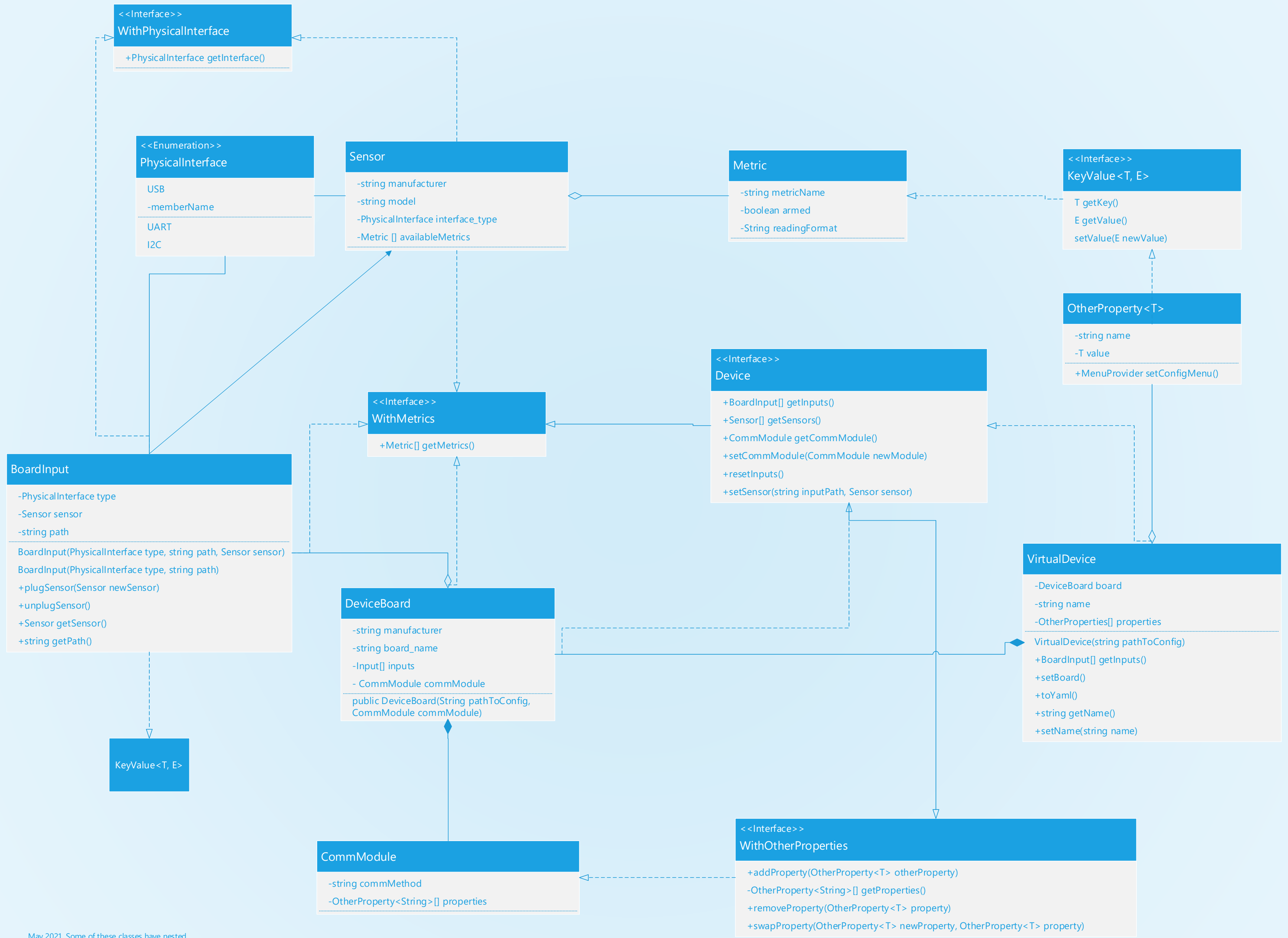
Option: Models a menu option

OptionAction: the action represented by the option



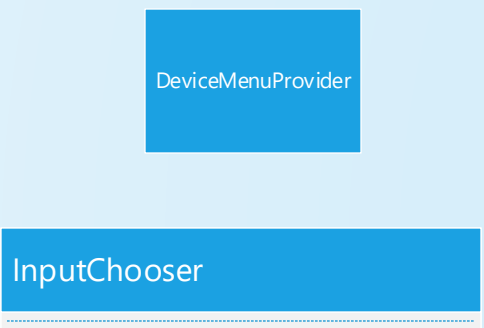
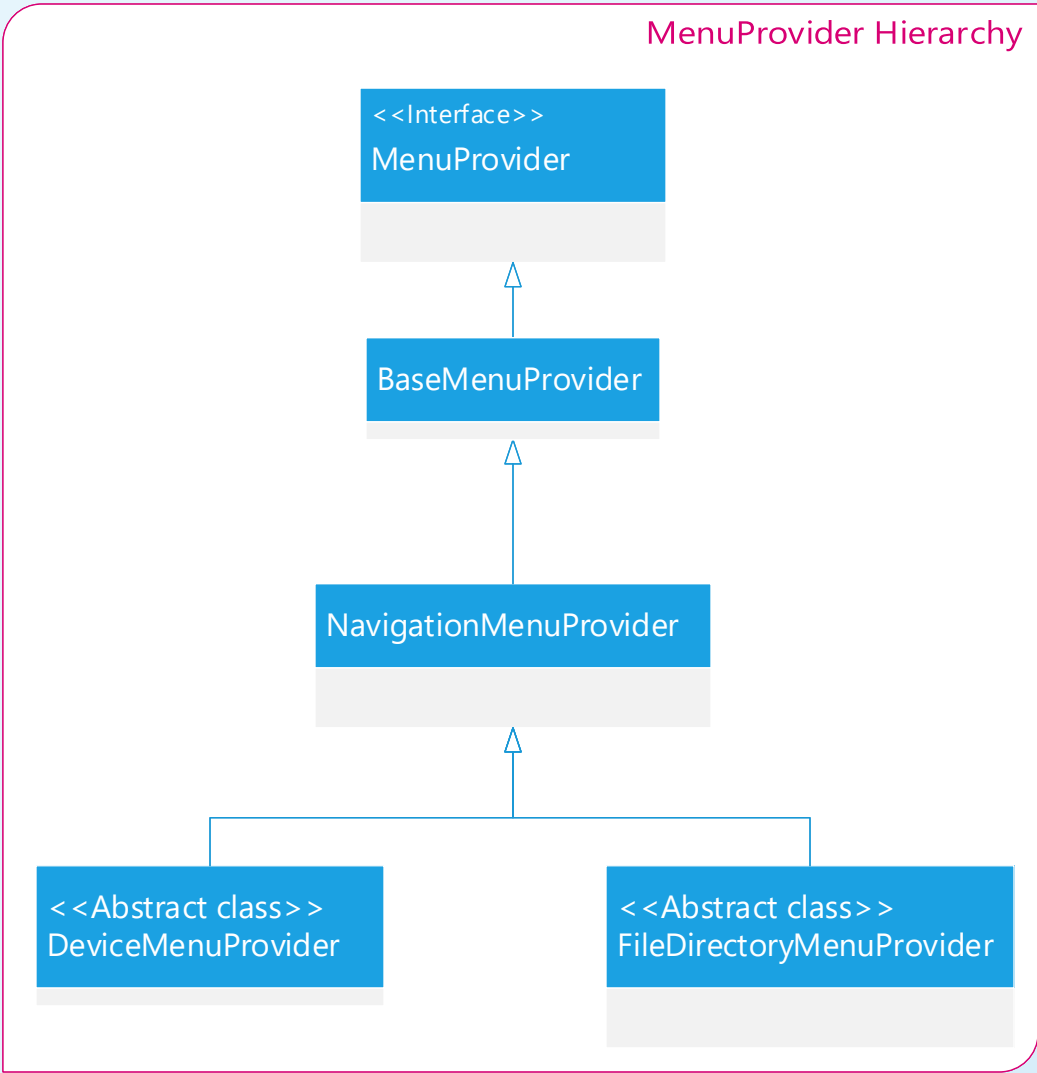




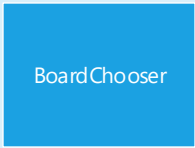
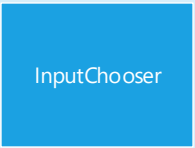
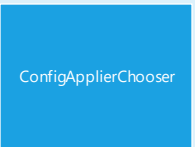
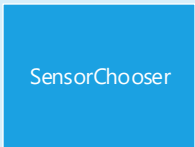
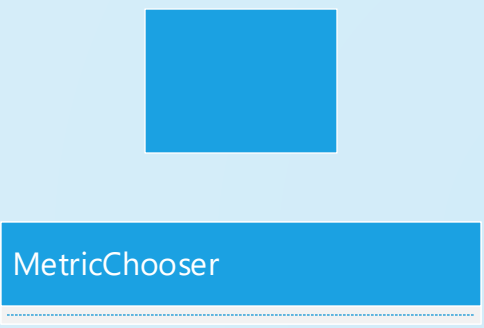


May 2021. Some of these classes have nested inner classes for parsing configs. They have not been implemented. Look for the TODOs in code

These may not necessarily have been completed



Given a device, ask user to choose an input. Perform an action.



UI modeling

