

Display

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

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

<<interface>>
InteractionDriver

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

<<abstract>>
Field

- _prompt: String
- _clear: boolean
- # value: Type
- + prompt(): String
- + set(value: Type): void
- + value(): Type
- + clear(): void
- # dirty(): void
- + changed(): boolean
- + isReadonly(): boolean
- + <<abstract>> parse(in: String): boolean

Dialog

- <<final>> ACTION_CHANNEL: String
- <<final>> CHANNEL_SWING: String
- <<final>> CHANNEL_NEW_SWING: String
- <<final>> CHANNEL_TEXT: String
- UI: Dialog
- _backend: InteractionDriver

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

Field Boolean

- <<final>> BOOLEAN_WORD_YES: String
- <<final>> BOOLEAN_WORD_NO: String
- <<final>> BOOLEAN_CHAR_YES: char
- <<final>> BOOLEAN_CHAR_NO: char
- + parse(in: String): boolean

Field Integer

- + parse(in: String): boolean

Field Option

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

Field Char

- + parse(in: String): boolean
- + isReadonly(): boolean

Field Read

- + parse(in: String): boolean

Field String

- + parse(in: String): boolean

FormException

- ~ <<final>> serialVersionUID: long

Menu

- _ui: Dialog
- _title: String
- _commands: Command<?>[]

- + title(): String
- + sig(): int
- + entry(op: int): Command<?>
- + entries(): Command<?>
- + open(): void

IOException

- # <<final>> serialVersionUID: long

<<abstract>>
CommandException

- <<final>> serialVersionUID: long

Runtime EOFException

- ~ <<final>> serialVersionUID: long

Text Interaction

- _in: Buffered Reader
- _out: Print Stream
- _log: Print Stream
- _writeQuiet: 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

Form

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

+ title(): String
+ entries(): Collection<Field<?>>
+ field(key: String): Field<?>
- add(key: String, fm: 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(clear: 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

Composite Print Stream

- _streams: Collection<Print Stream>
- _error: boolean
~<<final>> add(ps: Print Stream): void

```
<<abstract>> Receiver: class
Command
```

```
- _last: boolean
- _title: String
# <<final>> _receiver: Receiver
# _valid: Predicate < Receiver>
+ <<final>> _form: Form
# <<final>> _display: Display
```

```
+ <<final>> title(): String
+ isLast(): boolean
+ isValid(): boolean
+ addBooleanField(key: String, prompt: String): void
+ addRealField(key: String, prompt: String): void
+ addIntegerField(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>> performCommand(): void
# <<abstract>> execute(): void
```

Declaro por minha honra que este diagrama foi realizado apenas pelos elementos que constituem o grupo do projeto. Miguel Henri

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