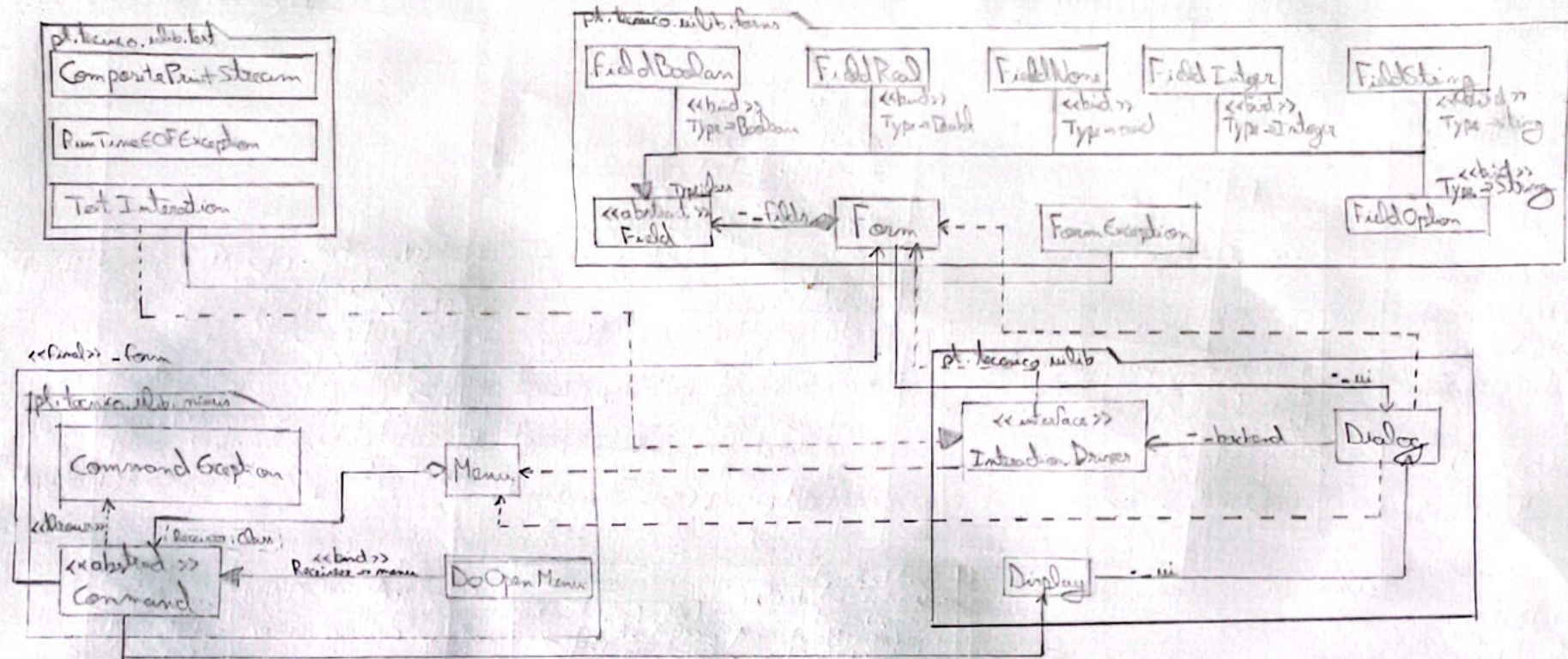


Declaro por minha honra que este diagrama foi realizado apenas pelos membros que constituem o grupo do projeto: Guilherme Martin
 110158
 Grupo 10



Classes Message, Prompt, Properties and built-in Java's Function have been omitted as well, since they are specific to the implementation and not relevant for the overall structure of the project.


```

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

```

```

FieldOption
+ parse(in: String): boolean

```

```

FieldBoolean
- <<final>> Boolean Word: Yes: String
- <<final>> Boolean Word: NO: String
- <<final>> Boolean Char: Yes: String
- <<final>> Boolean Char: NO: String
+ parse(in: String): boolean

```

```

FieldInteger
+ parse(in: String): boolean

```

```

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

```

```

FieldString
+ parse(in: String): boolean

```

```

FieldOption
+ parse(in: String): boolean

```

```

DoOpenMenu
# <<final>> execute(): void

```

```

Menu
- - ui: Dialog
- - title: String
- - Command: Command <?>?
+ title(): String
+ size(): Integer
+ entry(): Command <?>?

```

```

<<abstract>>
Command
- - last: boolean
- - title: String
# <<final>> - receiver: Receiver
# - valid: Predicate < Receiver >
- <<final>> - form & form
# <<final>> - display: Display
+ <<final>> title(): String
+ isValid(): boolean
+ isValid(): boolean
+ addBooleanField(key: String,
prompt: String): void
+ addRealField(key: String, prompt:
String): void
+ addIntegerField(key: String, prompt:
String): void
+ addOptionField(key: String, prompt:
String, options: String...): void
+ addStringField(key: String, prompt: String): void
+ booleanField(key: String): boolean
+ realField(key: String): Double
+ integerField(key: String): Integer
+ StringField(key: String): String
+ StringOptionField(key: String): String
+ <<final>> performCommand(): void
# <<abstract>> execute(): void
+ <<final>> performCommand(): void

```

```

Forms
- - ui: Dialog
- - title: String
- - fields: Map < String, Field >
+ title(): String
+ entries(): Collection
+ field(key: String): Field
- add(key: String, f: 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, String: options...): void
+ get(key: String, type: String): Object
+ isReadOnly(key: String): boolean

```

```

TextInteraction
- - writeInput: boolean
+ close(): void
+ getMenu(): Menu: void
+ render(title: String,
text: String): void
+ fill(form: Form): void
+ <<final>> readString
(prompt: String): String
+ <<final>> readInteger
(prompt: String): Integer
+ 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

```

```

Dialog
- <<final>> ACTION_CHANNEL
= String
- <<final>> CHANNEL_SWING
= String
- <<final>> CHANNEL_NEW
SWING = String
- <<final>> CHANNEL_TEST
= String
- - backend: Interactor.Drm
+ open(menu: Menu): void
+ fill(form: Form): void
+ render(title: String,
text: String): void
+ close(): void

```

```

Display
- - ui: Dialog
- - title: String
- - text: String Builder
+ add(add: Object): Display
+ addAllItems(Collection <?>):
Display
+ add(int toAdd: Object):
Display
+ addMenuItem(toAdd: Object,
text: boolean): Display
+ display(): void
+ popup(toPop: Object): void
+ popupPop(Collection <?>): void
+ clear(): void

```

```

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

```