



Dialog

```
- ACTION_CHANNEL: String = "U:"
- CHANNEL_SWING: String = "swing"
- CHANNEL_NEW_SWING: new Swing
- CHANNEL_TEXT: String = "text"
+ UI: Dialog = new Dialog()
- backend: InteractionDriver

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

<< Interface >>

InteractionDriver

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

Display

```
- _m: String
- _title: String = ""
- _text: StringBuilder = new StringBuilder()

+ add(toAdd: Object): Display
+ addAll(ites: Collection<?>): Display
+ addLine(toAdd: Object): Display
+ addMulti(toAdd: Object, row: boolean): Display
+ display(): void
+ popUp(topOp: Object): void
+ popUp(topOp: Collection<?>): void
+ clear(): void
```

Field

```
- _prompt: String
- _clear: boolean
# _value: Type

+ clear(): void
# dirty(): void
+ cleared(): boolean
+ isReadOnly(): boolean
+ prompt(m: String): boolean
```

Form

```
- _m: Display
- _title: String
- _fields: Map<String, Field<?>> = new Map()
  Linked Hash Map <<>>()

+ addField(): Collection<Field<?>>
+ field(key: String): Field<?>
+ booleanField(key: String): Boolean
+ StringField(key: String): String
+ realField(key: String): Double
+ integerField(key: String): Integer
+ pause(): Form
+ pause(clear: boolean): Form
+ clear(): void
+ confirm(prompt: String): Boolean
+ requestInteger(prompt: String): Integer
+ requestReal(prompt: String): Double
+ requestString(prompt: String): Double
```

<pre><< Abstract >> Command</pre>	
<pre>- host: boolean - title: String # receiver: Receiver # valid: Predicate<Receiver> - form: Form # display: Display + insert(): boolean + isValid(): boolean + booleanField(key: String): Boolean + numField(key: String): Double + integerField(key: String): Integer + stringField(key: String): String + performCommand(): void # execute(): void</pre>	

Menu	
<pre>- _ui: Display - _title: String - _commands: Command<?>[] + size(): int + toString(n: Int): Command<?> + toString(): Command<?>[] + open(): void</pre>	
Do Open Menu	
# execute(): void	

Text Interaction	
<pre>- _in: BufferedReader = new BufferedReader(new InputStreamReader(System.in)) - _out: PrintStream = System.out - _help: PrintStream = null - _writeInput: 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</pre>	

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

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