

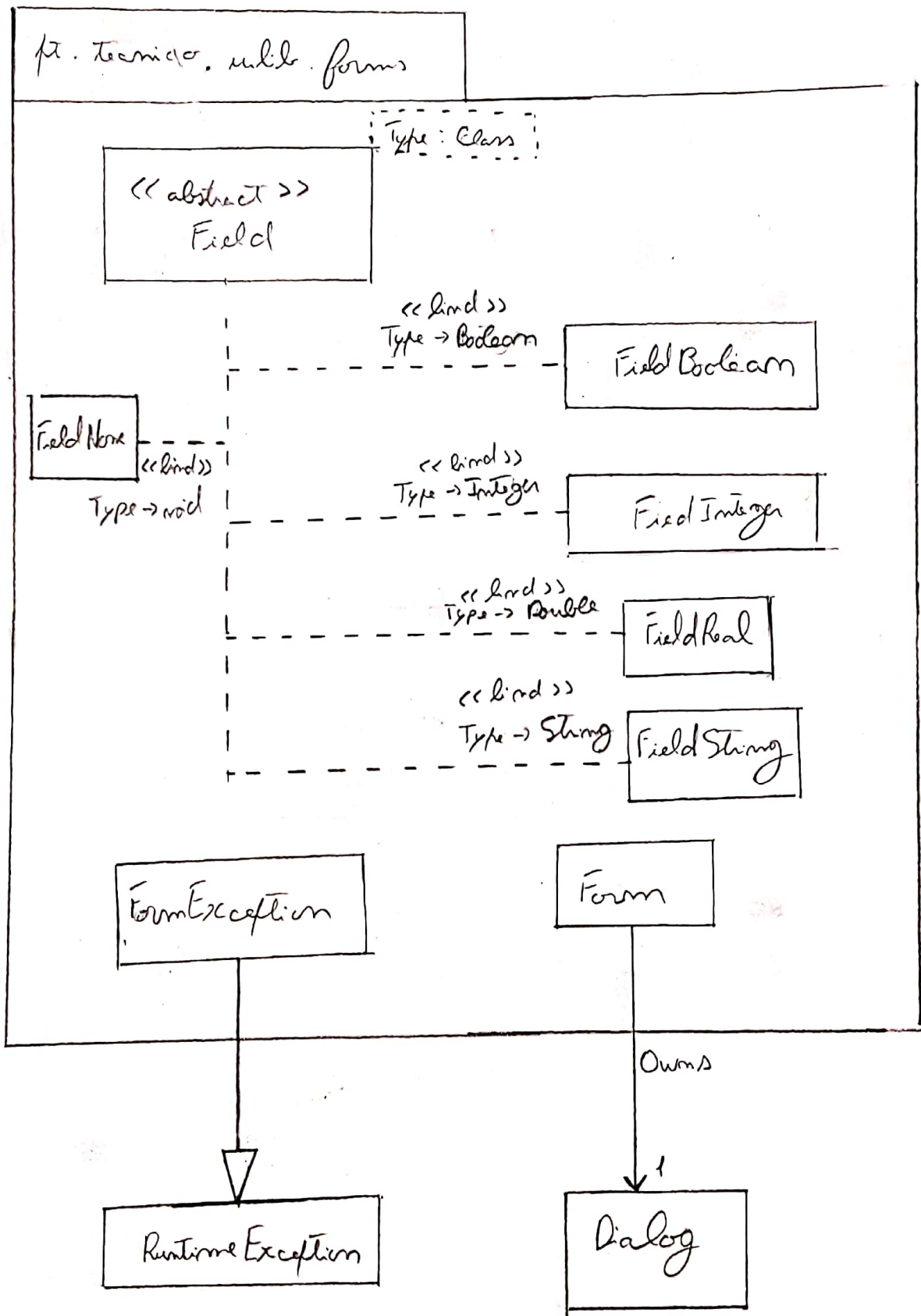
Declaro por minha honra que este diagrama
foi realizado apenas pelos elementos que
constituem o grupo de projeto.

João Silva.

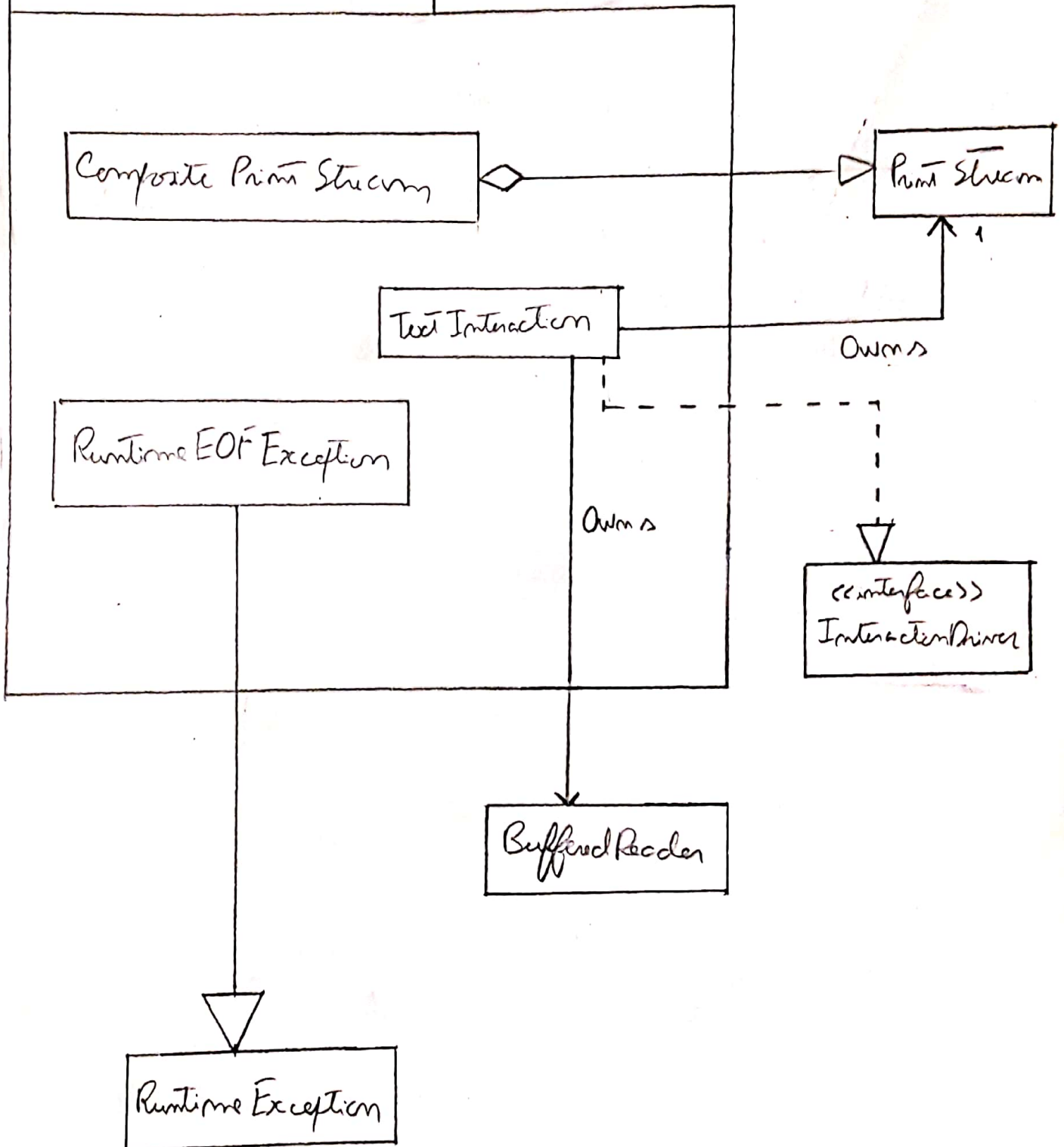
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Luís Marques

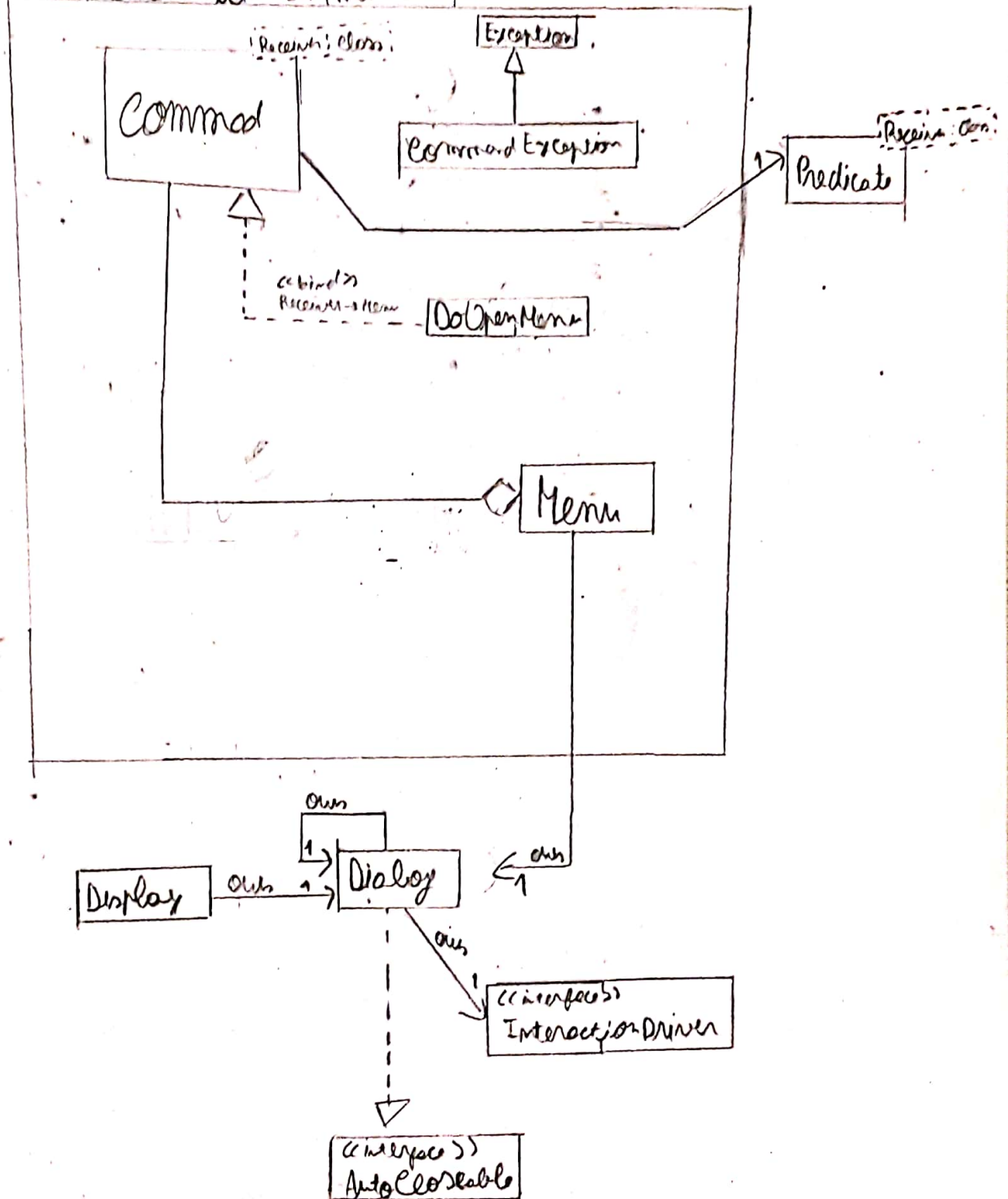
Todas as classes representadas neste diagrama fazem parte do package `pt. tecnico` e utilizam as sub-classes do mesmo, exceto as classes `RuntimeException`, `BufferedReader`, `PrintStream` e `Predicate`.



ft. tecnico. u.l.b. text



nt. tecnico. uilib. memms



Apresentamos as classes que possuem atributos ou métodos de representação relevante no UML

<< abstract >> Field
- prompt : String - clear : boolean # - value : Type
+ prompt() : String + set(value : Type) : void + value() : Type + clear() : void # dirty() : void + cleared() : boolean + isRead Only() : boolean + << abstract >> save(m: String) : boolean

Field Boolean
- BOOLEAN_WORD_YES : String - BOOLEAN_WORD_NO : String - BOOLEAN_CHAR_YES : char - BOOLEAN_CHAR_NO : char

Field None

+ isRead Only(): boolean

Form Exception

- << final >> xial Version UID: long

<< interface >>

Interaction Driver

+ open (menu: Menu): void

+ fill (form: Form): void

+ render (title: String, Text: String): void

+ close(): void

<pre> << abstract >> Command </pre>
<pre> - _lost: boolean - _title: string # << bind >> - receiver: Receiver # [valid: Predicate (Receiver) - << bind >> - form: Form # << bind >> - display: Display </pre>
<pre> + << bind >> title(): string + lost(): boolean + isValid(): boolean + addBooleanField (key: string, prompt: string): void + addRealField (key: string prompt: string): void + add IntegerField (key: string prompt: string): void + addStringField (key: string): void + booleanField (key: string): boolean + realField (key: string): double + integerField (key: string): int + stringField (key: string): string + << bind >> performCommand(): void # << abstract >> execute(): void </pre>

MENU
<pre> - _ui: Dialog - _title: string - _commands: Command (?) </pre>
<pre> + title(): string + size(): int + entries(m: int): Command (?) + entries(): Command (?) + open(): void </pre>

CommandException
<pre> - << bind >> serialVersionUID: long </pre>

Form

- ui : Dialog
- title : String
- fields : Map<String, Field<?>>

- + title() : String
- + entries() : null
- + field (key : String) : Field
- + add (key : String, fm : Field) : void
- + add Boolean Field (key : String
- + add String Field (key : String, label : String) : void
- + add Real Field (key : String, label : String) : void
- + add Integer Field (key : String, label : String) : void
- get (key : String, type : String) : Object
- + boolean Field (key : String) : Boolean
- + string Field (key : String) : String
- + real Field (key : String) : Double
- + integer Field (key : String) : Integer
- + parse() : Form
- + parse (clear : boolean) : Form
- + clear() : void
- + confirm (prompt : String) : Boolean
- + request Integer (prompt : String) : Integer
- + request Real (prompt : String) : Double
- + request String (prompt : String) : String

Text Interaction

- in : Buffered Reader
- out : Print Stream
- log : Print Stream
- write Input : boolean

- << final >> read String (prompt : String) : String
- << final >> read Integer (prompt : String) : int

Composite Print Stream

- streams : Collection <Print Stream>
- error : boolean

+ add (ps : Print Stream) : void

Runtime EOF Exception

- << final >> serial Version UID : long

Dialog

- + << @inlet >> ACTION_CHANNEL : String
- + << @inlet >> CHANNEL_SWING : String
- + << @inlet >> CHANNEL_NEW_SWING : String
- + << @inlet >> CHANNEL_TEXT : String
- + UI : Dialog
- + - backend : Interaction Driver

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