



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

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Form
- title: String

+ title(): String
+ entries(): Collection<Field<?>>
+ field(key: String): Field<?>
- add(key: String, in: 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(clean: boolean): Form
+ clear(): void
+ confirm(prompt: String): Boolean
+ requestInteger(prompt: String): Integer
+ requestDouble(prompt: String): Double
+ requestString(prompt: String): String
+ requestOption(prompt: String): String

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Dialog
- <<final>> ACTION_CHANNEL: String
- <<final>> CHANNEL_TEXT: String

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

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

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

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FormException
RuntimeEOFException

<<abstract>>
CommandException
+ <<final>> toString(): String

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TextInteraction
- 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

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Menu
- title: String
+ title(): String
+ size(): int
+ entry(n: int): Command<?>
+ entries(): Command<?>[]
+ open(): void

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

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

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<<abstract>>
Command
Receiver: Class
- last: boolean
- title: String
# <<final>> receiver: Receiver
+ <<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
+ <<final>> performCommand(): void
# <<abstract>> execute(): void

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CompositePrintStream
- error: boolean
~ <<final>> add(pis: PrintStream): void

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Field Boolean
+ parse(in: String): boolean
+ toString(): String

Field Real
+ parse(in: String): boolean

Field String
+ parse(in: String): boolean

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Field Integer
+ parse(in: String): boolean

Field Option
- options: String[]
+ parse(in: String): boolean

Field None
+ parse(in: String): boolean
+ isReadOnly(): boolean

```

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