



Methods "equals" and "toString" have been omitted (since they are inherited from object) as well as getters and setters. class serial numbers have also been omitted. Classes Message, Messages, Prompt and Properties have been omitted as well, since they are specific to the implementation and not relevant for the overall structure of the project. Fields and methods for each (non-empty) class is represented on other page

Display

- title: String
- text: String Builder

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

Dialog

- <<final>> ACTION_CHANNEL: String
- <<final>> CHANNEL_SWING: String
- <<final>> CHANNEL_NEW_SWING: String
- <<final>> CHANNEL_TEXT: String

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

Composite Print Stream

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

FieldString

+ parse(in: String): boolean

FieldReal

+ parse(in: String): boolean

FieldName

+ parse(in: String): boolean

FieldInteger

+ 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

Menu

- title: String
+ title(): String
+ size(): int
+ entry(in: int): Command?
+ entries(): Command?[]
+ open(): void

DoOpenMenu

~ <<final>> execute(): void

<<abstract>> Type: Class 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

<<interface>> Interaction Driver

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

<<abstract>> Command

- 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
+ booleanField(key: String): Boolean
+ realField(key: String): Double
+ integerField(key: String): Integer
+ stringField(key: String): String
+ <<final>> performCommand(): void
<<abstract>> execute(): void

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
-get(key: String, type: String): Object
+booleanField(key: String): Boolean
+realField(key: String): Double
+integerField(key: String): Integer
+stringField(key: String): String
+parse(): Form
+parse(clear: boolean): Form
+clear()
+confirm(prompt: String): Boolean
+requestInteger(prompt: String): Integer
+requestReal(prompt: String): Double
+requestString(prompt: String): String

Text Interaction

--write Input: boolean
+close(): void
+open(menu: Menu): void
+fill(form: Form): void
+render(title: String, text: String): void
-«final» readString(prompt: String): String
-«final» readInteger(prompt: String): int

Field Options

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

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