forms

FieldBoolean — «bind» Type → Boolean
FieldInteger — «bind» Type → Integer
FieldNone — «bind» Type → Void
FieldOption
FieldString — «bind» Type → String
FieldReal — «bind» Type → Double

«abstract» Field [Type] — fields * — Form

«throws»

FormException — Form

«interface» AutoCloseable

StringBuilder — text

Display — ui

Dialog — ui — backend — «interface» InteractionDriver

uilib

PrintStream — log — streams
— out
text

TextInteraction — in

CompositePrintStream

BufferedStream

RuntimeEOFException — «throws»

menus

[Receiver]

«abstract» Command — commands — Menu

«bind» Receiver → Menu

DoOpenMenu

«throws» — CommandException — «abstract»

RuntimeException — «throws»

IOException — «throws»

Exception

(handwritten note bottom left) Declaro por minha honra que este diagrama foi realizado apenas pelos elementos que constituem o grupo do projeto. Gabriel Ferreira

forms

FieldBoolean
```
~ FieldBoolean (String)
+ parse (String): boolean
```

Field Integer
```
~ Field Integer (String)
+ parse (String): boolean
```

Field None
```
~ Field None (String)
+ isReadOnly (): boolean
+ parse (String): boolean
```

Field Option
```
- options: String[]
~ FieldOption (String, String[])
+ parse (String): boolean
```

Field String
```
~ FieldString (String)
+ parse (String): boolean
```

Field Real
```
~ FieldReal (String)
+ parse (String): boolean
```

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

Form Exception
```
+ Form Exception (String)
```

Form
```
- _title: String
- _fields: Map<String, Field>
+ _vi: Dialog
+ Form ()
+ Form (String)
+ Form (Dialog, String)
+ title (): String
+ entries (): Collection <Field>
- field (String): Field
- add (String, Field): void
+ addBooleanField (String, String): void
+ addStringField (String, String): void
+ addRealField (String, String): void
+ addIntegerField (String, String): void
+ addOptionField (String, String): void
- get (String, String): Object
+ boolean Field (String): boolean
+ stringField (String): String
+ OptionField (String): String
+ realField (String): Double
+ integerField (String): Integer
+ parse (): Form
+ parse (Boolean): Form
+ clear (): Void
+ confirm (String): Boolean
+ request Integer (String): Integer
+ request Real (String): Double
+ request String (String): String
+ request Option (String, String ...): String
```

Form Exception
```
+ Form Exception (String)
```

uilib

Dialog
```
+ UI: Dialog
- _backend: Interaction Driver
- Dialog ()
+ Dialog (Interaction Driver)
+ open (Menu): void
+ fill (Form): void
+ render (String, String): void
+ close (): void
```

Display
```
- _title: String
+ add (Object): Display
+ addAll (Collection): Display
+ addLine (Object): Display
+ addNewLine (Object, boolean): Display
<<Final>> + display (): void
<<Final>> + displayText (): void
+ popup (Object): void
+ popup (Collection): void
+ clear (): void
```

<<interface>> Interaction Driver
```
+ open (Menu): void
+ fill (Form): void
+ render (String, String): void
+ close (): void
```

text

Composite Print Stream
```
- _error: boolean
<<Final>> ~ add (PrintStream): void
+ checkError (): boolean
+ close (): void
+ flush (): void
+ print (boolean): void
+ print (char): void
+ print (char[]): void
+ print (double): void
+ print (float): void
+ print (int): void
+ print (Object): void
+ print (String): void
+ println (boolean): void
+ println (char): void
+ println (char[]): void
+ println (double): void
+ println (float): void
+ println (int): void
+ println (long): void
+ println (Object): void
+ println (String): void
# setError (): void
+ write (byte[], int, int): void
+ write (int): void
+ write (byte[]): void
```

Text Interaction
```
- _in: Buffered Reader
- _out: Print Stream
- _log: Print Stream
- _writeInput: boolean
+ Text Interaction ()
+ close (): void
+ open (): void
+ fill (Form): void
+ render (String, String): void
- readString (String): String
- readInteger (String): int
```

<> Command
```
- _last: Boolean
- _title: String
<<Final>> # _reciever: Reciever
# _valid: Predicate
<<Final>> - _form: Form
<<Final>> + _display: Display
+ Command (boolean, String)
+ Command (boolean, String, Reciever)
+ Command (boolean, String, Reciever, Predicate)
+ Command (String, Reciever)
+ Command (String, Reciever, Predicate)
<<Final>> + title (): String
+ isValid (): Boolean
+ isLast (): Boolean
+ addBooleanField (String, String): void
+ addRealField (String, String): void
+ addIntegerField (String, String): void
+ addStringField (String, String): void
+ addOptionField (String, String): void
+ booleanField (String): Boolean
+ realField (String): Double
+ integerField (String): Integer
+ stringField (String): String
+ optionField (String): String
+ perform Command (): void
<<abstract>> # execute (): void
```

menus

Menu
```
- _vi: Dialog
- _title: String
- _commands: Command[]
+ Menu (Dialog, String, Command ...)
+ Menu (String, Command ...)
+ title (): String
+ size (): int
+ entries (int): Command
+ entries (): Command[]
+ open (): void
```

DoOpenMenu
```
+ DoOpen Menu (String, Menu)
<<Final>> # execute (): void
```

<> Command Exception
```
+ Command Exception (String)
+ Command Exception (String, Throwable)
```