

```

Display
- title: String
- text: String Builder

+ add (toAdd: Object): Display
+ addAll (items: Collection<?>): Display
+ addLine (toAdd: Object): Display
+ addNewLine (toAdd: Object, force: Boolean): Display
+ display (): Void
+ return (toRet: Object): Void
+ return (toRet: Collection<?>): Void
+ clear(): Void

```

Declaro por minha lenda que este diagrama foi realizado apenas pelas elementos que constituem o grupo do projeto. Já não deixei
 Declaro por minha lenda que este diagrama foi realizado apenas pelos elementos que
 constituem o grupo do projeto. Miguel Coelho ist 102430

Type Class

| | |
|--|------------------|
| << abstract >> Field | |
| - prompt : String | |
| - clear : boolean | |
| # value : Type | |
| + prompt () : String | |
| + set (value : Type) : void | |
| + clear () : void | |
| # dirty () : void | |
| + cleared () : boolean | |
| + isReadOnly () : boolean | |
| + << abstract >> parse (in : String) : boolean | |
| << abstract >> Command | Receiver: Class; |
| - last : boolean | |
| - title : String | |
| # << final >> receiver : Receiver | |
| + << final >> title () : String | |
| + isLast () : boolean | |
| + isValid () : boolean | |
| + addBooleanField (key : String, prompt : String) : void | |
| + addIntegerField (key : String, prompt : String) : void | |
| + addStringField (key : String, prompt : String) : void | |
| + addBooleanField (key : String) : boolean | |
| + addField (key : String) : Double | |
| + integerField (key : String) : Integer | |
| + stringField (key : String) : String | |
| + << final >> performCommand () : void | |
| + << abstract >> execute () : void | |

FieldString

+ parse (in : String) : boolean

FieldMenu

+ parse (in : String) : boolean

FieldReal

+ 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

```

CompositePrintStream

```

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

```

DialogMenu

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# << final >> execute () : void

```

Menu

```

- title : String
+ title () : String
+ size () : int
+ sortBy (m : int) : Command <? >
+ entries () : Command <? >
+ open () : 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, label : String) : void
+ booleanField (key : String) : boolean
+ stringField (key : String) : String
+ realField (key : String) : Double
+ integerField (key : String) : Integer
+ parse () : Form
+ parse (clear : boolean) : Form
+ clear ()
+ confirm (prompt : String) : boolean
+ requestInteger (prompt : String) : Integer
+ requestReal (prompt : String) : Double
+ requestString (prompt : String) : String

```

<< interface >>

InteractionDriver

```

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

```

Test Interaction

```

- writeInput : 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

```

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

```


