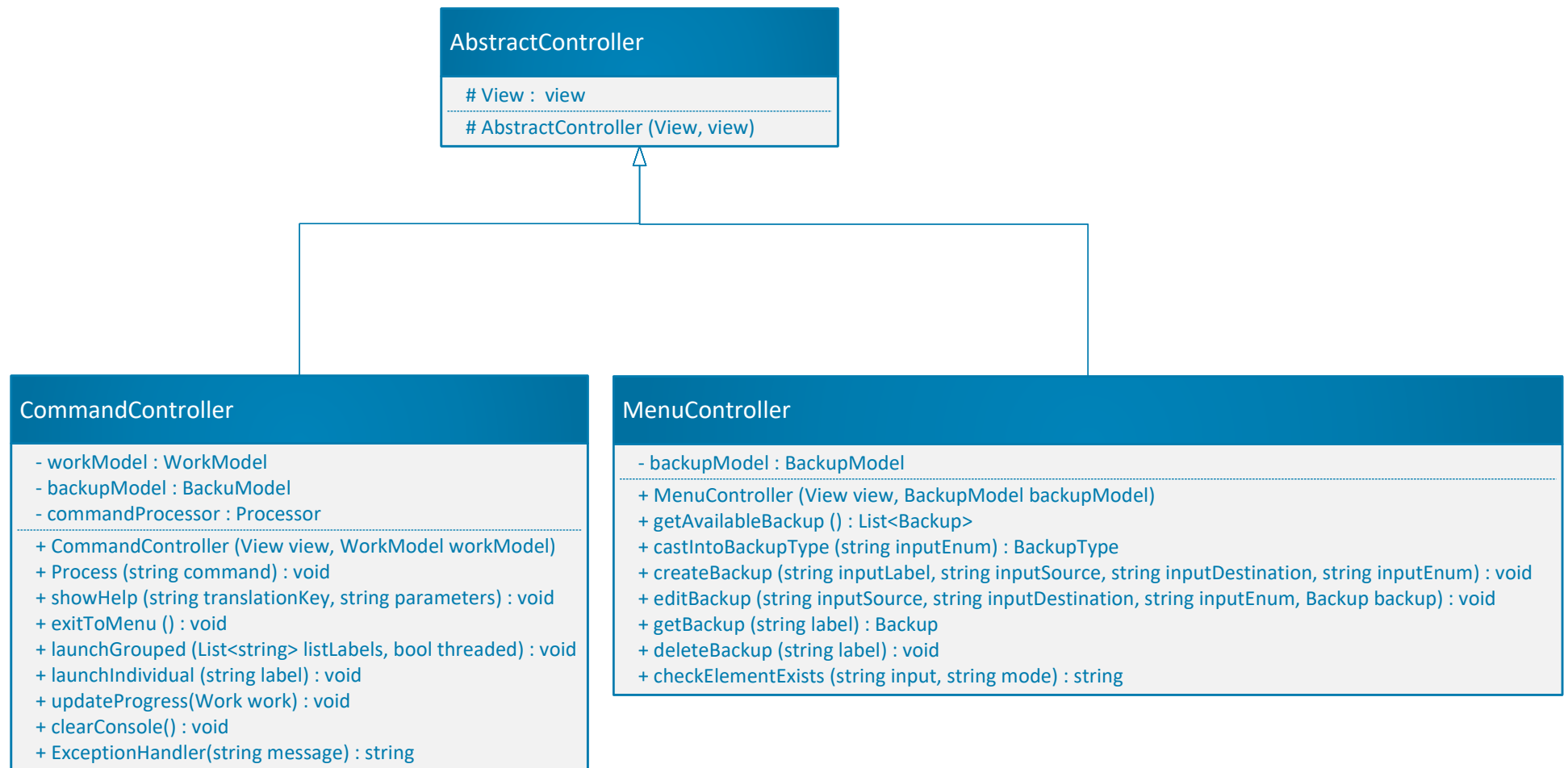


Controller



View

View

- input : string

- viewOptions : List<ViewOption>

- oldMenu : List<ViewOption>

- translationManager : TranslationManager

- menuController : MenuController

- commandController : CommandController

- fileCountTranslation : string

- fileSizeTranslation : string

- statusTranslation : string

- labelTranslation : string

+ View (TranslationManager translationManager)

+ initView () : void

+ SetMenuController (MenuController menuController) : void

+ SetCommandController (CommandController commandController) : void

- WriteMenu (List<ViewOption> options, ViewOption selectedOption) : void

- ask (string msg) : string

+ WriteTemporaryMessage (string message, [string message, [int sleepTime = 1000]]) : void

+ WriteTemporalyMessageAndConsole (string message, int sleepTime = 1000) : void

- SwitchMenu (string newMenu) : void

- generateListBackupSubMenu () : void

- generateLanguageSubMenu () : void

- generateBackupSubMenu () : void

- changeLanguage (string locale) : void

- updateMenus () : void

- backOldMenu () : void

+ consoleHandler () : void

- createBackup () : void

- editbackup () : void

- deleteBackup () : void

- invokeActionAndHandleExceptions (Action action, string success, string exception) : void

- writeAndCheck (string showQuestion, Func<string>, verificationAction, [string baseValue) = null]) : string

+ showCommandHelp (string translationKey,string parameters) : void

- addProgress (string value,string translation, int positionView) : void

+ initiateProgressTranslation() : void

+ updateProgress(Work work) : void

+ initiateProgressBar() : void

+ ClearConsole() : void

ViewOption

+ Name {get; set; } : string

+ Key {get ; } : string

+ Selected { get: } : Action

+ ViewOption (string name, Action selected)

+ ViewOption (string name, string key, Action selected)

Models

