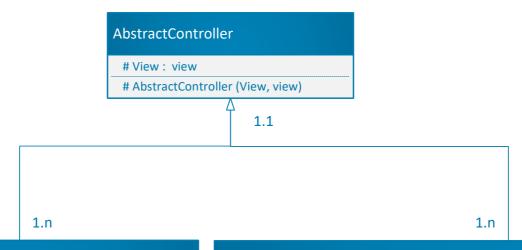
Controller



CommandController

- workModel : WorkModel
- backupModel : BackuModel
- commandProcessor : Processor
- + CommandController (View view, WorkModel workModel)
- + Process (string command): void
- + showHelp (string translationKey, string parameters): void
- + exitToMenu () : void
- + launchGrouped (List<string> listLabels, bool threaded) : void
- + launchIndividual (string label): void
- + updateProgress(Work work) : void
- + clearConsole(): void
- + ExceptionHandler(string message): string

MenuController

- backupModel : BackupModel
- + MenuController (View view, BackupModel backupModel)
- + getAvailableBackup (): List<Backup>
- + castIntoBackupType (string inputEnum) : BackupType
- + createBackup (string inputLabel, string inputSource, string inputDestination, string inputEnum): void
- + editBackup (string inputSource, string inputDestination, string inputEnum, Backup backup): void
- + getBackup (string label) : Backup
- + deleteBackup (string label) : void
- + checkElementExists (string input, string mode) : string

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

1.1

+ Name {get; set; }: string
+ Key {get;}: string
+ Selected { get: }: Action
+ ViewOption (string name, Action selected)
+ ViewOption (string name, string key, Action selected)

1.n

Models

