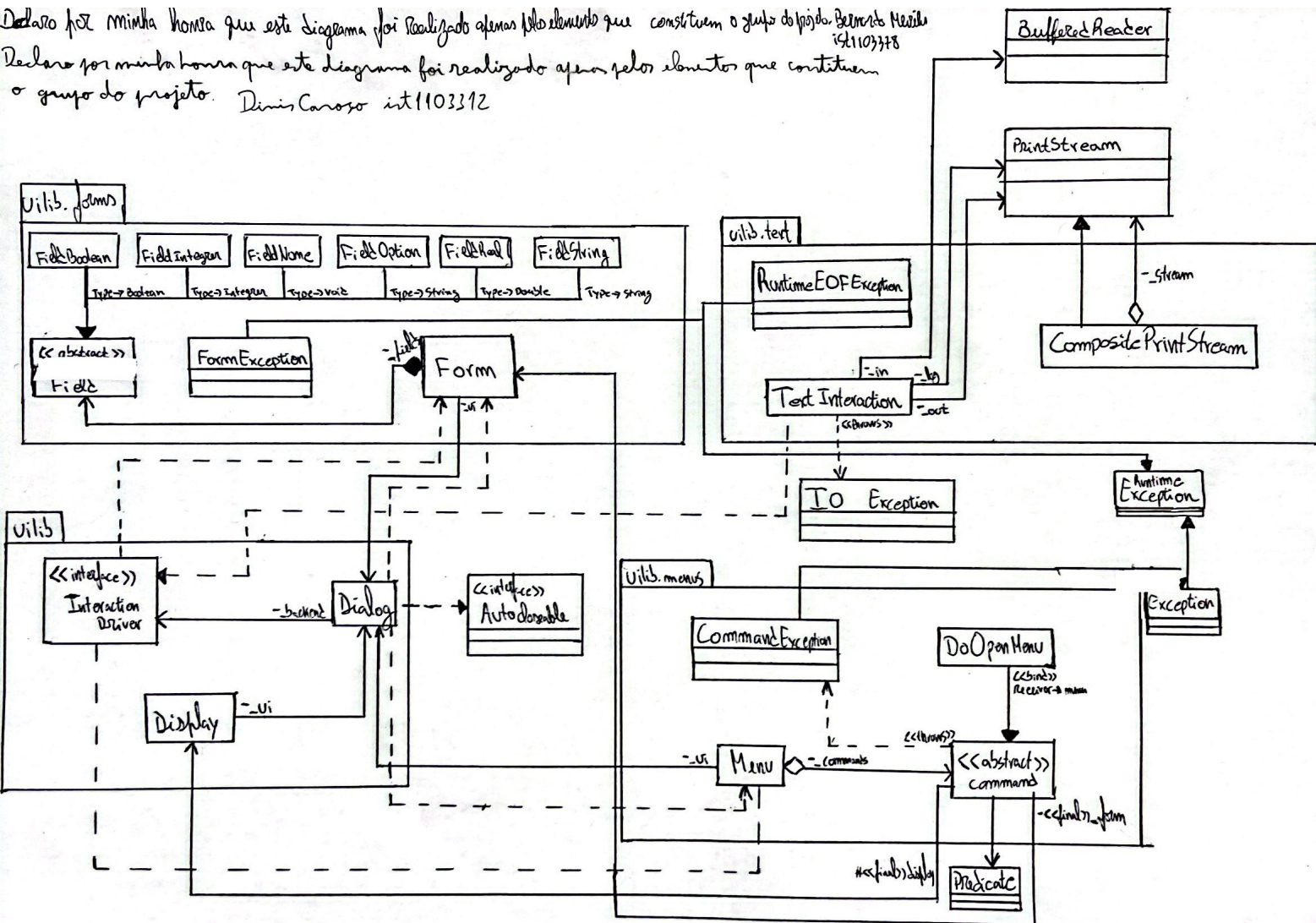


Declaro por minha honra que este diagrama foi realizado apenas pelos elementos que constituem o grupo do projeto. Belmar do Nordeste  
ist11033778

Declaro por minha honra que este diagrama foi realizado apenas pelos elementos que constituem o grupo do projeto. Denis Caroso ist1103312



<< abstract >>  
Field

- prompt: String  
- clear: boolean

#\_value: Type

+ prompt(): String  
+ set(value: Type): void  
+ value(): Type  
+ clear(): void  
# dirty(): void  
+ cleared(): boolean  
+ isHeadOnly(): boolean  
+ << abstract >> parse(in: String): boolean

Field Boolean

- << final >> BOOLEAN\_WORD\_YES: String  
- << final >> BOOLEAN\_WORD\_NO: String  
- << final >> BOOLEAN\_CHAR\_YES: String  
- << final >> BOOLEAN\_CHAR\_NO: String

+ parse(in: String): boolean

Field Integer

+ parse(in: String): boolean

Field Name

+ parse(in: String): boolean  
+ isHeadOnly(): boolean

Field Option

+ parse(in: String): boolean

Field Head

+ parse(in: String): boolean

Field String

+ parse(in: String): boolean

Form

- \_ui: Dialog  
- \_title: String  
- \_fields

+ title(): String  
+ entries(): Collection  
+ field(key: String): Field  
- add(key: String, in: Field): void  
+ addBooleanField(key: String, label: String): void  
+ addStringField(key: String, label: String): void  
+ addHeadField(key: String, label: String): void  
+ addIntegerField(key: String, label: String): void  
+ addOptionField(key: String, label: String, options: String...): void  
- get(key: String, type: String): Object  
+ booleanField(key: String): boolean  
+ stringField(key: String): String  
+ optionField(key: String): String  
+ realField(key: String): Double  
+ integerField(key: String): Integer  
+ parse(): Form  
+ parse(clear: boolean): Form  
+ clear(): void  
+ confirm(prompt: String): boolean  
+ requestInteger(prompt: String): Integer  
+ requestReal(prompt: String): Double  
+ requestString(prompt: String): String  
+ requestOption(prompt: String, options: String...): String

<<abstract>>  
Command

- \_last: boolean  
- \_title: String  
# <<final>> \_receiver: Receiver  
# <<final>> \_valid: Predicate<Receiver>  
- <<final>> \_form: Form  
# <<final>> \_display: Display

+ <<final>> title(): String  
+ isLast(): boolean  
+ isValid(): boolean  
+ addBooleanField(key: String, prompt: String): void  
+ addTextField(key: String, prompt: String): void  
+ addIntegerField(key: String, prompt: String): void  
+ addStringField(key: String, ?prompt: String): void  
+ addOptionField(key: String, prompt: String, options: String...): void  
+ booleanField(key: String): boolean  
+ readField(key: String): Double  
+ integerField(key: String): Integer  
+ stringField(key: String): String  
+ stringOption(key: String): String  
+ <<final>> performCommand(): void  
# <<abstract>> execute(): void  
+ <<final>> performCommand(): void

DoOpenMenu

# <<final>> execute(): void

Menu

- \_ui: Dialog  
- \_title: String  
- \_commands: Command<?>  
+ title(): String  
+ size(): Integer  
+ entry(n: Integer): Command<?>  
+ entries(): Command<?>[]  
+ open(): void

TextInteraction

- \_writeInput: boolean  
+ close(): void  
+ open(menu: Menu): void  
+ render(title: String, text: String): void  
+ fill(form: Form): void  
- <<final>> readString(prompt: String): String  
- <<final>> readInteger(prompt: String): Integer

Dialog

- <<final>> ACTION\_CHANNEL: String  
- <<final>> CHANNEL\_SWING: String  
- <<final>> CHANNEL\_NEW\_SWING: String  
- <<final>> CHANNEL\_TEXT: String  
- \_backend: InteractionDriver  
+ open(menu: Menu): void  
+ fill(form: Form): void  
+ render(title: String, text: String): void  
+ close(): void

Display

- \_ui: Dialog  
- \_title: String  
- \_text: StringBuilder  
+ add(toAdd: Object): Display  
+ addAll(items: Collection<?>): Display  
+ addLine(toAdd: Object): Display  
+ addNewLine(toAdd: Object, force: boolean): Display  
+ display(): void  
+ popup(top: Object): void  
+ popup(top: Collection<?>): void  
+ clear(): void

<<interface>>  
InteractionDriver

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