

InputText, but

with a button

at the end

InputText, but

on multiple

Console is used to log messages or to request input from the user through the terminal. It is mainly used for a headless application

Console +DEBUG: int = 1 {readOnlv} +INFO: int = 2 {readOnly} +WARN: int = 3 {readOnly} +ERROR: int = 4 {readOnly} +DISABLE: int = 5 {readOnly} +RED: String = "\u001B[31m" {readOnly} +GREEN: String = "\u001B[32m" {readOnly} +YELLOW: String = "\u001B[33m" {readOnly} +BLUE: String = "\u001B[34m" {readOnly} +PURPLE: String = "\u001B[35m" {readOnly} +CYAN: String = "\u001B[36m" {readOnly} +WHITE: String = "\u001B[37m" {readOnly}
-RESET: String = "\u001B[0m" {readOnly} -s instance: Console = new Console() -m logLevel: int = 1 -m\_in: Scanner +setLogLevel(level: int)

+setLogLevel(level: int)
+read(msg, color: String): String
+read(): String
+read(): String
+write(msg: String, color: String)
+write(msg: String)
+deletePreviousLine()
+debug(msg: String)
+info(msg: String)
+warn(msg: String)
+error(msg: String)
-Console()