

The input text class renders to screen a box to input text and holds the written string

The result box class renders to screen a list box containing a specified String array

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

InputText

-m_string: ImString
-m_label: String
-m_flags: int
-m_showErrorMsg: boolean
-m_errorMsg: String

+InputText(label: String, str: String, error_msg: String)
+InputText(label: String, str: String)
+InputText(label: String)
+render(width: float, x: float, y: float): boolean
+render(width: float): boolean
+render(): boolean
+setNoSpaces(enable: boolean)
+setAlwaysUpperCase(enable: boolean)
+setNumbersOnly(enable: boolean)
+setReadOnly(enable: boolean)
+setEnterReturnsTrue(enable: boolean)
+setPassword(enable: boolean)
+showErrorMsg(enable: boolean)
+setErrorMsg(msg: String)
+getString()

ResultBox

-m_label: String
-m_list: String[]
-m_currentItem: int = -1

+ResultBox(label: String, list: String[])
+ResultBox(label: String)
+render(width: float, height: float, x: float, y: float): int
+render(width: float, height: float): int
+render(): int
+setList(list: String[])
+setCurrentItem(current_item: int)
+getCurrentItem(): int

Console

-m_in: Scanner
-s_instance: Console = new Console()

-Console()
+read(str): String
+read(): String
+write()