





Text Interaction
<del>@@@</del> - writeInput: boolean + close: void + openMenu: Menu: void + fill (form: Form): void + render (+title: String, text: String): void - <<final>> readString (prompt: String): String - <<final>> readInteger (prompt: String): Int
Pruebas
- <<final>> ACTION_CHANNEL: String - <<final>> CHANNEL_SWIPE: String - <<final>> CHANNEL_NEW_SWIPE: String - <<final>> CHANNEL_TEXT: String + open (menu: Menu): void + fill (form: Form): void + render (+title: String, text: String): void + close: void

<<abstract>> Command
- last: boolean - title: String # <<final>> receiver: Receiver + <<final>> title(): String + isLast(): boolean + isValid(): boolean + addBooleanField (key: String, prompt: String): void + addBooleanField (key: String, prompt: String): void + addIntegerField (key: String, prompt: String): void + addStringField (key: String, prompt: String): void + addOptionalField (key: String, prompt: String, options: String...): void + booleanField (key: String): boolean + readField (key: String): Double + integerField (key: String): Integer + stringField (key: String): String + optionalField (key: String): String + <<final>> performCommand(): void # <<abstract>> execute(): void

Display
- title: String - text: String Builder + add (toAdd: Object): Display + addAll (items: Collection <?>): Display + addLine (toAdd: Object): Display + addNewLine (toAdd: Object, force: boolean): Display + display(): void + popUp (toPop: Object): void + group (toPop: Collection <?>): void + clear(): void



