



Field

--prompt: String
--clear: boolean
#-value: Type

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

Field Boolean

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

Field Integer

+ parse(in: String): boolean

Field None

+ parse(in: String): boolean
+ isReadOnly

Field Option

--options: String[]
+ parse(in: String): boolean

Field Real

+ parse(in: String): boolean

Field String

+ parse(in: String): boolean

Form

--ui: Dialog
--title: String
--fields = new LinkedHashMap<>(): Map<String, Field<?>>

+ title(): String
+ entries(): Collection<Field<?>>
+ field(key: String): Field<?>
+ add(key: String, in: Field<?>): void
+ addBooleanField(key: String, label: String): void
+ addStringField(key: String, label: String): void
+ addRealField(key: String, label: String): void
+ addIntegerField(key: String, label: String): void
+ addOptionField(key: String, label: String, options: String...)
- 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
+ requestOptions(prompt: String, options: String...): String

Menu

--ui: Dialog
--title: String
--commands: Command<?>[]

+ title(): String
+ size(): int
+ entry(m: int): Command<?>
+ entries(): Command<?>[]
+ open(): void

Commonel

- _sent: boolean
- _title: String
- # - receiver: Receiver
- # - valid = receiver → true: Predicate (Receiver)
- _form: Form
- # - display: Display

- + title(): String
- + islast(): boolean
- + isValid(): boolean
- + addBooleanField (key: String, prompt: String): void
- + addRealField (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
- + realField (key: String): Double
- + integerField (key: String): Integer
- + stringField (key: String): String
- + optionField (key: String): String

DoOpenMenu

- + execute(): void

Test Interaction

- in = new BufferedReader (new InputStreamReader (System.in)): BufferedReader
- out = System.out: PrintStream
- log = null: PrintStream
- writeInput: boolean

+ TestInteraction()

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

Interaction Driver

Composite PrintStream

- _streams = new ArrayList<>(): Collection<PrintStream>
- error = false: boolean

+ add (b: PrintStream): void

- + checkError(): boolean
- + close(): void
- + flush(): void
- + print (b: boolean): void
- + print (c: char): void
- + print (c: char[]): void
- + print (d: double): void
- + print (f: float): void
- + print (i: int): void
- + print (l: long): void
- + print (obj: Object): void
- + print (str: String): void
- + println (b: boolean): void
- + println (c: char): void
- + println (c: char[]): void
- + println (d: double): void
- + println (f: float): void
- + println (i: int): void
- + println (l: long): void
- + println (obj: Object): void
- + println (str: String): void
- + notError(): void
- + write (buf: byte[], off: int, len: int): void
- + write (b: int): void
- + write (b: byte[]): void

Dialog

- ACTION_CHANNEL : String = "ui"
- CHANNEL_SWING : String = "swing"
- CHANNEL_NEW_SWING : String = "newswing"
- CHANNEL_TEXT : ^{String} = "text"
- backend : InteractionDriver

~~+ open (menu : Menu) : void~~

+ open (menu : Menu) : void

+ fill (form : Form) : void

+ render (link : String, tid : String) : void

+ close () : void

Display

- ui : Dialog
- title = " " : String
- tid = new StringBuilder() : StringBuilder

+ add (toAdd : Object) : Display

+ addAll (items : Collection<?>) : Display

+ addLine (toAdd : Object) : Display

+ addNewLine (toAdd : Object, force : boolean) : Display

+ display () : void

+ popup (toPop : Object) : void

+ popup (toPop : Collection<?>) : void

+ clear () : void

Declaro por minha honra que este diagrama foi realizado
apenas pelos elementos que constituem o grupo de projeto

Diogo Vieira 99205

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apenas pelos elementos que constituem o grupo do
projeto

Gonçalo Azevedo 93075