

welcome screen
Type - for list of helpfull commands

Abstract

Classes

Scanner

Display

Commands

Queue
if string contains
command

hash map
target Value
command function

- all dash action command
- (1) all bracks support command

Json Storage

-rm-c

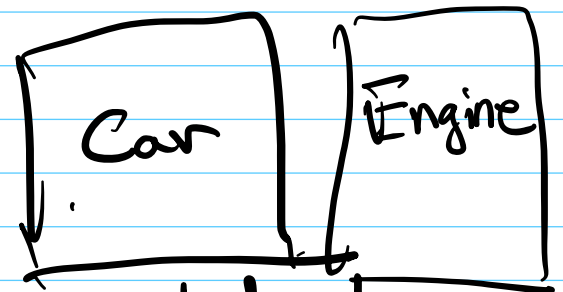
ls List classes

mkclass

Example

Terminal

class



relationship

composite
Aggregate

User launches the
app using pre compiled
launcher ie .jar or mvn

* dev task
compile
make
easy
takeable

cd path/to/your/jar file
java -jar umlsdk.jar

or

cd path to pom.xml
mvn clean install
mvn exec:java



user gets greeted
with home terminal screen

is.

welcome, here is some
helpfull commands to get
started at any time 'help()'.....

Commands

Action

mkc <name of class> create class

rm <name of class> delete class

rn <name of class> <name of class> rename
current change to

other most used
commands

> █

blinking
cursor

* Dev Task scene #1 home screen after
launch

App

call

Action

@override

Display.homescreen()

Scanner

* scene next
page

printf List of commands

abstract class

Display

- content string

+ Display()

get sets

+ abstract display

@do/take action() + abstract class() protected format()

Datastruct Commands

<hashmap>	Target	Value
	Command	action
ig mke		createClass()

stores
Functions

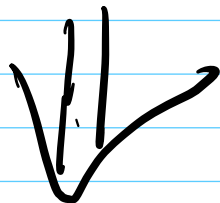
ig
Search
aka find

Action extends Commands

Scanner

- Input: string
+ parseInput()

Datastruct is if input has
Que multiple commands
first command
with add in
(Que * See Seen#2
do/takeAction() Later



Scene #2 Terminal

> mke car
car class added, '-a' add attribute '-m'.....
> rn car Car * user renamed due for
*Scene #3 got to capitaliz
e Car

Scanner → see previous page → Command search cmd OLI

function overloading → takeaction(action, name) #1
↓
enqueue → Action command
↓
define action #1
Pulls from List
Function implement? extend.
create Class (String className)
"car"
↓

Storage



temp

storage
cache

all changes

if user exits without saving
clear temp cache

if user save or save as

do those behavior

make another scene

Scene #3

> rn car Car # user renaming
car class successfully renamed to Car.