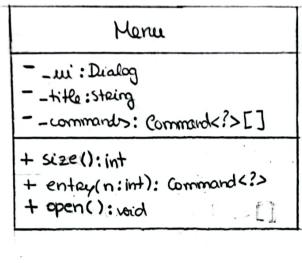
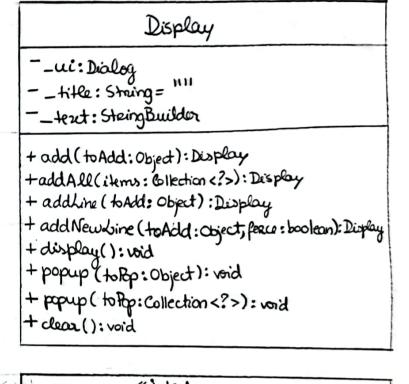


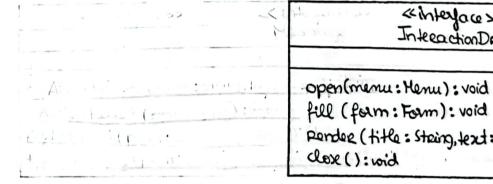
Declaro por minha honea que este diagnama foi realizado aperas, por elementos que constituem geupo de projeto. Beaturo Declaro por menha honea que este diagnamo foi realizado aperas par elementos que constituem grupo de projeto Eduardo Naceria

,
«absteact»
Field<14pc>
prompt: Steing
clear: bookean
#-value: Type
+ prompt(): Steing
+ set (value: Type): void
+clear(): void
diety(): wid
+ is Road Only (): boolean
+ «abstract» parx (in: Steing): booken
FieldBoolean.
- «final» BOOLEAN_WORD_YES: String =





FieldBoolean .
- «final» BOOLEAN_WORD_YES: String = "sim"
- «final» BOOLEAN_WORD_YES: String = "sim" - «final» BOOLEAN_WORD_NO: String = "nao"
= << final >> BOOLEAN_CHAR_YES: char = "5"
- < <pre>- <<pre>final >> BOOLEAN_CHAR_YES: char = "s" - <<pre>char = "n"</pre></pre></pre>
+ paese (in: Steing): boolean



«interjace>> InteractionDriver fill (form: Form): void pender (title: Steing, text: Steing): void close (): wid

Field Integor	_
+ paese (in: Steing): boolean	

FieldReal	
+ passe (in: String): bootean	

<u>tield</u> None	
+ pave (In: String): bookean + is ReadOnly (): bookean	

FieldOption
options:Steing[]
+ pause (in: Steing): boolean

	FieldString	
1	-parse (in:String):booksan	

```
Form
 - _wi:Dialog
- _ title: Steing
  -fields: Map < String, Field<?>>
+ enteres(): Collection < Field < ?>>
+ field (Key: Steing): Field<?>
+ add(Key: String, in: Field <?>): void
+ add Bolean Field (Key: String, label: String); void + add String Field (Key: String, label: String); void
+ add Real Field ( Key: Steing, label: Steing): wid
+ add Integer Field (Key: String, label: String): wid
+ addOption Field (Key: String, label: String, options: String...): und
- get (Key: String, type: String): Object
+ boolean Field (Key; Staing): Boolean
+ steing Eveld (Key: Steing): String
+ option Eield (Kep: String): String
+ real Field (Key: Stoing): Double
+ integer Eield (Key: Steing): Integer
+ pause (): Form
+ parse (clear: boolean): Form
+ clear(); usid
+ confirm (prompt: String): Boolean
+ pequest Integer (prompt: Stein): Integer
+ Request Real (prompt: String): Double
+ ecques+Steing(prompt: Steing): Steing
+ request Option (prompt: Steing, aptions: Steing...): Steing
```

```
« «absteact»
                     Command< Receiver>
    _ last : boolean
   - title: Steing
 # «firal»_percever: Receiver
 # wolid: Peedicate < Receivor > = receivor - terre
 - «final»-form: Form
# «fino» - display: Display
+ is Valid (): boolean
+ addBooleanField (Key: Steing, prompt: Steing): wid
+ add Real Field (Key: String, priompt: String): wid
+ add Integrational (Key: String, prompt: String): und
+ add Steing Field (Key: Steing, prompt: String): wid
+ add Option Field (Key: String, prompt: String, options: String...): void
+ booken Field (Key: String): Boolean
+ Real Field (Key: String): Double
+ integrated (Key: String): Integra
+ stringfield ( Key: string): String
+ option Field ( Key: String): String
+ «final» perform (ommand (): void
# «abstract» execute(): void
```

DoOpenMenu

«final » execute(): void

Composi le Print Steram

- -_stocano: Collection < PrintStreams
- _error: boxlean = false
- «final» add (ps: Printsteeam): void
- + checkError():boolean
- + close (): vaid
- + flush(): void
- + print (b: boolean): wid
- + print (c: char) : void
- + print (c:dar[]):void
- + print (d: double); wid
- + print (f: floot): vaid
- + print (i:int): void
- + print (1: long): wid
- + print (dog: Object): void
- + praint (ste: Steing): wid
- + prenten (b: boolean): wid
- + println(e: char): wid
- + paintln(c:char[]):wid
- + println (d: double): wid
- + println (f: float): void
- + println(i:in+): wid
- + println(1: long): wid
- + printer (abj: Object): wid
- + peintln (ste: Steing): void
- + write (bufibytel), off: int, len: int): wid

TextInteraction

- in: Buffered Reader
- out: Peint Stream = Syskm.out
- -_log: PeintStream = null
- write Input : boolean
- + close():void
- + open (menu: Menu): void
- + fill (form: Form): void
- + Render (title: String, text: String): void
- « final » readSteing (prompt: String): String
- «firal» read Integer (prampt: String): int

Dialog

- «final» ACTION_(HANNEL: Straing = "ui"
- < kinal >> CHANNEL SWING: Strang = "swing"
- << final >> CHANNEL_NEW_SWING: String = "newswing"
- < final>> CHANNEL-TEXT: String = "text"
- + UI: Dialog
- backend: Interaction Driver
- + open (menu: Henu): void
- + fill (form: Form): void
- + Render (title: Staing, text: Straing): void
- + close(): void