

«abstract» Field<Type>
- _prompt: String - _clear: boolean # -value: Type
+ prompt(): String + set(value: Type): void + clear(): void # dirty(): void + isReadOnly(): boolean + «abstract» parse(in: String): boolean

Menu
- _ui: Dialog - _title: String - _commands: Command<?>[]
+ size(): int + entry(n: int): Command<?> + open(): void

Display
- _ui: Dialog - _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 + popup(toPop: Collection<?>): void + clear(): void

Field Boolean
- «final» <u>BOOLEAN_WORD_YES</u> : String = "sim" - «final» <u>BOOLEAN_WORD_NO</u> : String = "nao" - «final» <u>BOOLEAN_CHAR_YES</u> : char = "s" - «final» <u>BOOLEAN_CHAR_NO</u> : char = "n"
+ parse(in: String): boolean

«interface» InteractionDriver
open(menu: Menu): void fill(form: Form): void render(title: String, text: String): void close(): void

Field Integer
+ parse(in: String): boolean

Field Real
+ parse(in: String): boolean

Field None
+ parse(in: String): boolean + isReadOnly(): boolean

Field Option
- _options: String[] + parse(in: String): boolean

Field String
+ parse(in: String): boolean

Form

- _ui: Dialog
- _title: String
- _fields: Map<String, Field<?>>

- + 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...): void
- 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
- + requestOption(prompt: String, options: String...): String

< < abstract >

Command<Receiver>

- _last: boolean
- _title: String
- # <<final>> _receiver: Receiver
- # _valid: Predicate<Receiver> = receiver → true
- <<final>> _form: Form
- # <<final>> _display: Display

- + 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
- + <<final>> performCommand(): void
- # <<abstract>> execute(): void

DoOpenMenu

- # <<final>> execute(): void

Composite PrintStream

- _streams: Collection<PrintStream>

- _error: boolean = false

<<final>> add(ps: 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

+ write(buf: byte[], off: int, len: int): void

TextInteraction

- _in: BufferedReader

- _out: PrintStream = System.out

- _log: PrintStream = null

- _writeInput: boolean

+ close(): void

+ open(menu: Menu): void

+ fill(form: Form): void

+ render(title: String, text: String): void

- <<final>> readString(prompt: String): String

- <<final>> readInteger(prompt: String): int

Dialog

- <<final>> ACTION_CHANNEL: String = "ui"

- <<final>> CHANNEL_SWING: String = "swing"

- <<final>> CHANNEL_NEW_SWING: String = "newswing"

- <<final>> CHANNEL_TEXT: String = "text"

+ UI: Dialog

- _backend: InteractionDriver

+ open(menu: Menu): void

+ fill(form: Form): void

+ render(title: String, text: String): void

+ close(): void