

Display

```
- title : String = ""
- text : String = ""

+ add (text : String) : Display
+ add Line (text : String) : Display
+ add NewLine (text : Display, force : boolean) : Display
+ display (force : boolean) : Display void
+ display () : void
+ popup (toPop : Object) : void
```

<< Interface >>

Interaction

```
+ menu (menu : Menu) : void
+ form (form : Form) : void
+ message (display : Display) : void
+ set Title (title : String) : void
+ close () : void
```

Menu

```
- title : String

+ title () : String
+ size () : int
+ entry (n : int) : Command <?>
~ entries () : Command <?>
+ open () : void
```

Interaction Using Text

```
- in : BufferedReader = new BufferedReader (new InputStreamReader (
    System.in))

- out : PrintStream = System.out
- log : PrintStream = null
- write Input : boolean

+ close Down () : void
- << final >> read Integer (prompt : String) : int
- << final >> printLn (text : String) : void
- << final >> read String (prompt : String) : String
- << final >> print (text : String) : void
```


<<abstract>>

Receiver: Class

Command

```
- last: boolean
- title: String
# receiver: Receiver = null

+ <<final>> title(): String
+ isLast(): boolean
+ isValid(): boolean
+ <<final>> performCommand(): void
+ <<abstract>> execute(): void
```

Dialog

```
+ IO: Dialog = new Dialog()

+ setTitle(title: String): void
+ menu(menu: Menu): void
+ form(form: Form): void
+ message(d: Display): void
+ close(): void
```

Form

```
- title: String
- entries: List<Input<?>> = new ArrayList<Input<?>>()

+ title(): String
+ entries(): Collection<Input<?>>
+ entry(i: int): Input<?>
+ add(in: Input<T>): <T> Input<T>
+ addBooleanInput(label: String): Input<Boolean>
+ addStringInput(label: String): Input<String>
+ addFloatInput(label: String): Input<Float>
+ addIntegerInput(label: String): Input<Integer>
+ parse(): void
+ parse(clear: boolean): void
+ clear(): void
```

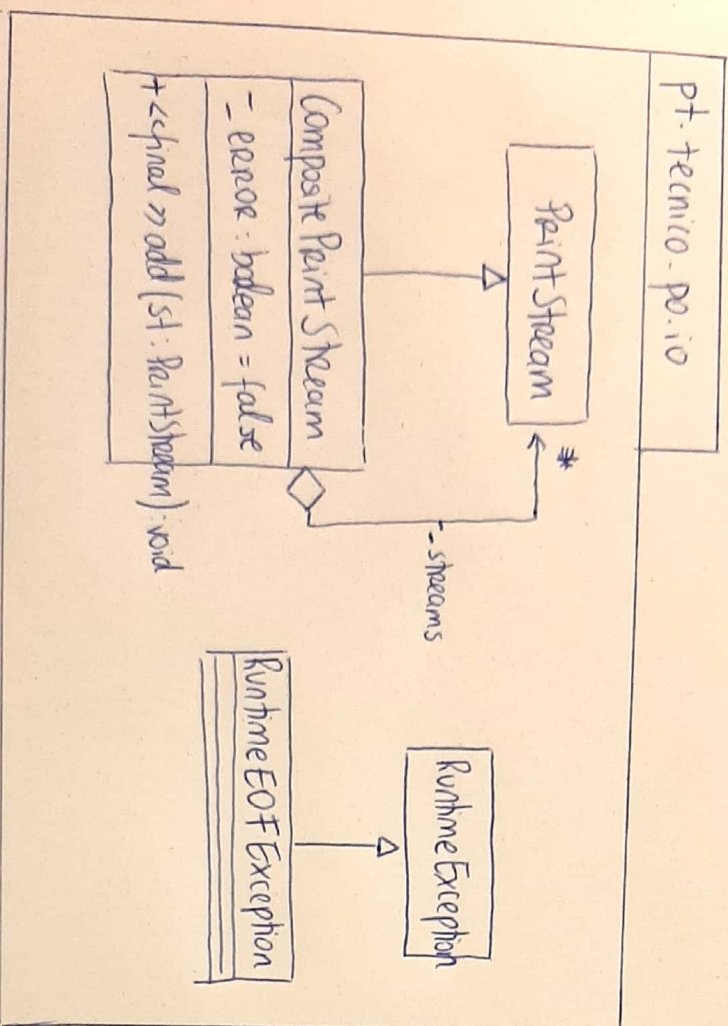
<<abstract>>

DialogException

```
<<abstract>> getMessage(): String
```


Interaction Using Swing

- message (s: String, title: String): void



Swing Panel

```

- -opt: int
- -end: boolean
- -ins: Map<Input<?>, JTextField>
- <<final>> - lock: Object = new Object()
- <<synchronized>> sleep(n: int): void
- <<synchronized>> await(): void
- option(): int
- parse(): boolean
    
```

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Declarei por minha honra que este diagrama foi realizado apenas pelos elementos que constituem o grupo do projeto.

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