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Form
- title
+ title(): String
+ entries(): Collection<Field<?>>
+ field(Key: String): Field<?>
+ add(Key: String, im: 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
+ get(Key: String, type: String): Object
+ booleanField(Key: String): Boolean
+ stringField(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
+ requestOptional(prompt: String, options: String[]): String

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<<abstract>>
command
- last: boolean
- title: String
# <<final>> receiver: Receiver
+ <<final>> title: String
+ isLast(): boolean
+ isValid(): boolean
+ addBooleanField(Key: String, prompt: String): void
+ addRealField(Key: String, prompt: String): void
+ addBooleanField(Key: String): Boolean
+ addField(Key: String): Double
+ addIntegerField(Key: String, prompt: String): void
+ integerField(Key: String): Integer
+ addOptionalField(Key: String, prompt: String): void
+ optionalField(Key: String): String
+ <<abstract>> execute(): void
+ <<final>> performCommand(): void

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Display
- title: String
- text: StringBuilder
+ add(toAdd: Object): Display
+ addAll(items: Collection<?>): Display
+ addLine(toAdd: Object): Display
+ addMenuLine(toAdd: Object, force: boolean): Display
+ display(): void
+ popUp(toPop: Object): void
+ popUp(toPop: Collection<?>): void
+ clear(): void

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TextInteraction
- waitInput: 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

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<<interface>>
InteractionDriver
+ open(menu: Menu): void
+ fill(form: Form): void
+ render(title: String, text: String): void
+ close(): void

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Menu
- title(): String
+ title(): String
+ entry(index: int): Command<?>
+ entries(): Command<?>[]
+ open(): void

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

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Dialog
- <<final>> ACTION_CHANNEL: String
- <<final>> CHANNEL_SWING: String
- <<final>> CHANNEL_NEW_SWING: String
- <<final>> CHANNEL_Text: String
+ open(menu: Menu): void
+ fill(form: Form): void
+ render(title: String, text: String): void
+ close(): void

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CompositePrintStream
- error: boolean
+ <<final>> add(ps: PrintStream): void

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<<abstract>> Field	- prompt: string - clear: boolean # value: type
	+ prompt(): string + set(Value: type): void + value(): type + clear(): void # dirty(): void + cleared(): boolean + <<abstract>>(in: string): boolean + isReadOnly(): boolean

FieldString
+ parse(in: string): boolean

FieldReal
+ parse(in: string): boolean

FieldNone
+ parse(in: string): boolean

FieldInteger
+ parse(in: string): boolean

FieldOption
+ parse(in: string): boolean

FieldBoolean
- <<final>> BOOLEAN_WORD_YES: string - <<final>> BOOLEAN_WORD_NO: string - <<final>> BOOLEAN_CHAR_NO: string - <<final>> BOOLEAN_CHAR_YES: string + parse(in: string): boolean