UML class diagram (hand-drawn)

Packages and classes:

pt.tecnico.uilib.forms
- FieldOption «bind» type→String
- FieldNone «bind» type→void
- Field«Integer» «bind» type→Integer
- FieldBoolean «bind» type→Boolean
- FieldReal «bind» type→Double
- FieldString «bind» type→String
- «abstract» Field — type:Class
- Form — fields
- FormException

pt.tecnico.uilib.text
- PrintStream
- BufferedReader
- IOException
- RuntimeEOFException
- TextInteraction «throws» — in, out, log
- CompositePrintStream — streams

Exception / RuntimeException hierarchy

pt.tecnico.uilib
- «interface» InteractionDriver
- «interface» AutoCloseable
- Display
- Dialog — before, ui

pt.tecnico.uilib.menus
- «final» «disp log» Command«Function»
- «abstract» Command — receiver:Class, «throws», «final»→Form — commands
- Menu — ui
- DoOpenMenu #valid «bind» type→Integer
- Predicate

Scanned with CamScanner

Menu

- title : String

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

FieldOption

- options : String

+ parse(in:String):boolean

FieldReal

+ parse(in:String):boolean

FieldString

+ parse(in:String):boolean

<>
Field

- prompt : String
- clear : boolean
value : Type

+ prompt() : String
+ set(value:type):void
+ value() : type
+ clear() : void
+ dirty() :void
+ cleared() : boolean
# isReadOnly() : boolean
+ <> parse(in:String) : boolean

FieldBoolean

- <<final>> BOOLEAN_WORD_YES : String
- <<final>> BOOLEAN_WORD_NO:String
- <<final>> BOOLEAN_CHAR_YES: char
- <<final>> BOOLEAN_CHAR_NO: char

+ parse(in:String) : boolean

FieldNone

+ parse(in:String):boolean
+ isReadOnly():boolean

FieldInteger

+ parse(in:String):boolean

<>
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
+ 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>> performedCommand():void
+ <> execute():void
#

DoOpenMenu

<<final>> execute():void

Composite@PrintStream

- error : boolean

~ <<final>> addIfp PrintStream):void

Form

- title : String

+ title() : String
+ entries() : Collection<Field<?>>
+ add(key:String, in: Field<?>):void
+ field(key:String) : <Field<?>>
+ 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
+ realField(key:String):Double
+ optionField(key:String):String
+ realField(key:String):Double
+ integerField(key:String):Integer
+ parse() : Form
+ parse(<<final>:boolean):Form
+ clear():void
+ addStringField(prompt:String):Integer
+ addRealField(prompt:String):Double
+ addStringField(prompt:String):String
+ addOptionField(prompt:String,options:Strings)

Declaro por minha honra que este diagrama foi realizado apenas pelos elementos que constituem o grupo do projeto.
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Grupo 126

Dialog

- title : String
- text : StringBuilder

+ add(toAdd:Object) : Display
+ addAll(items:Collection<?>):Display
+ addLine(toAdd:Object):Display
+ addNewLine(toAdd:Object,force:boolean):Display
+ display():void
+ popup(toBp:Object):void
+ popup(toPop:Collection):void
+ close():void

TextInteraction

- 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
- <<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

<<interface>>
InteractionDriver

+ open(menu:Menu):void
+ fill(form:Form):void
+ Render(title:String,text:String):void
+ close():void

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