

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

menus

Menu
- _ui : Dialog
- _title : String
- _commands: Command[]
+ Menu(Dialog, String, Command[])
+ Menu(String, Command[])
+ title(): String
+ size(): int
+ entry(int): Command
+ entries(): Command[]
+ open(): void

Do Open Menu
+ Do Open Menu(String, Menu)
<<final>> # execute(): void

<<abstract>> CommandException
+ CommandException(String)
+ CommandException(String, Throwable)

<<abstract>> Command
- _last : boolean
- _title : String
<<final>> # _receiver: Receiver
valid: Predicate
<<final>> # _form: Form
<<final>> # _display: Display
+ Command(boolean, String)
+ Command(boolean, String, Receiver)
+ Command(boolean, String, Receiver, Predicate)
+ Command(String, Receiver)
+ Command(String, Receiver, Predicate)
<<final>> + title(): String
+ isLast(): boolean
+ isValid(): boolean
+ addBooleanField(String, String): void
+ addBooleanField(String, String): void
+ addTextField(String, String): void
+ addIntegerField(String, String): void
+ addStringField(String, String): void
+ addOptionField(String, String, String[]): void
+ booleanField(String): boolean
+ textField(String): double
+ stringField(String): String
+ optionField(String): String
<<final>> performCommand(): void
<<abstract>> # execute(): void

forms

Field
- prompt: String
- clean: boolean
value: Type
Field()
Field(String)
+ prompt(): String
+ net(Type): void
+ value(): Type
+ clean(): void
dirty(): void
+ cleaned(): boolean
+ isReadOnly(): boolean
+ parse(String): boolean

Field Boolean
~FieldBoolean(String)
+ parse(String): boolean

Field Integer
~FieldInteger(String)
+ parse(String): boolean

Field Name
~FieldName(String)
+ parse(String): boolean
+ isReadOnly(): boolean

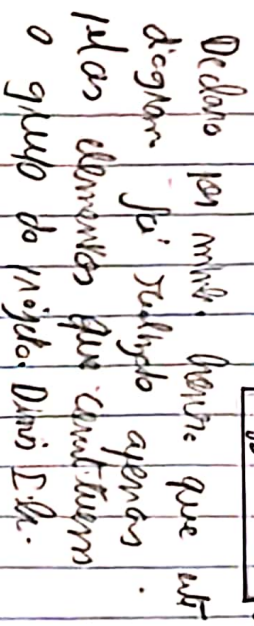
FormException
+ FormException(String)

Field Option
- options: String[]
~FieldOption(String, String[])
+ parse(String): boolean

Field Real
~FieldReal(String)
+ parse(String): boolean

Field String
~FieldString(String)
+ parse(String): boolean

Form
- _hi: Dialog
- _title: String
- _fields: Map<String, Field>
+ Form()
+ Form(String)
+ Form(Dialog, String)
+ title(): String
+ entries(): Collection<Field>
+ field(String): Field
- add(String, Field): void
+ addBooleanField(String, String): void
+ addStringField(String, String): void
+ addRealField(String, String): void
+ addIntegerField(String, String): void
+ addOptionField(String, String, String[]): void
- get(String, String): Object
+ booleanField(String): boolean
+ stringField(String): String
+ optionField(String): String
+ realField(String): Double
+ integerField(String): Integer
+ parse(boolean): Form
+ clean(): void
+ confirm(String): boolean
+ requestInteger(String): Integer
+ requestReal(String): Double
+ requestString(String): String
+ requestOption(String, String, String[]): String



Text

CompilePrintStream

```

- streams : Collection
- error : boolean
~ CompilePrintStream()
~ CompilePrintStream(PrintStream[])
<<final>> add(PrintStream): void
+ checkError(): boolean
+ close(): void
+ flush(): void
+ print(boolean): void
+ print(char): void
+ print(char[]): void
+ print(double): void
+ print(float): void
+ print(int): void
+ print(long): void
+ print(Object): void
+ print(String): void
+ println(boolean): void
+ println(char): void
+ println(char[]): void
+ println(double): void
+ println(float): void
+ println(int): void
+ println(long): void
+ println(Object): void
+ println(String): void
# setError(): void
+ write(byte[], int, int): void
+ write(int): void
+ write(byte[]): void

```

TextInteraction

```

- in: Buffered Reader
- out: PrintStream
- log: PrintStream
- writePaper: boolean
+ TextInteraction()
+ close(): void
+ open(Menu): void
+ fill(Form): void
+ render(String, String): void
- readString(String): String
- readInteger(String): int

```

RuntimeEOFException

```

~ RuntimeEOFException()
~ RuntimeEOFException(String)

```

util

Dialog

- _lockMenu: InteractionDriver

- Dialog()

+ Dialog(InteractionDriver)

+ Open(Menu): void

+ fill(Form): void

+ render(String, String): void

+ close(): void

InteractionDriver

+ open(Menu): void

+ fill(Form): void

+ render(String, String): void

+ close(): void

Display

- _ui: Dialog

- _title: String

- _rect: StringBuilder

+ Display()

+ Display(String)

+ Display(Dialog, String)

+ add(Object): Display

+ addAll(Collection): Display

+ addLine(Object): Display

+ addNewLine(Object, boolean): Display

<< final >> + display(): void

<< final >> + displayText(): void

+ popUp(Object): void

+ popUp(Collection): void

+ clear(): void