



Classes label, Message & Prompt have been omitted since they represent bags of global functions or variables and are never instantiated as normal concept classes

prompt, property, runtimeEOF

« abstract »

Field

-- prompt: String

-- clear: boolean

- value: Type

+ prompt1: String

+ ret(value: Type): void

+ value1: Type

+ clear1: void

dirty1: void

+ cleared1: boolean

+ is Read Only1: boolean

+ « abstract » parse(in: String): boolean

Field Boolean

- « final » BOOLEAN.WORD_YES: String

- « final » BOOLEAN.WORD_NO: String

- « final » BOOLEAN.CHAR_YES: char

- « final » BOOLEAN.CHAR_NO: char

+ parse(in: String): boolean

Field Integer

+ parse(in: String): boolean

Field None

+ parse(in: String): boolean

+ is Read Only1: boolean

Field Option

- options: String[]

+ pair (in: String): boolean

Field Real

+ pair (in: String): boolean

Field String

+ pair (in: String): boolean

Form

- ...

- ...

- ...

- ...

- ...

- ...

Declaro por minha honra que este diagrama foi realizado apenas pelos membros que constituem este grupo de projeto. Motta Costa Braga IST 1110034

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Form

- ui: Dialog

- title: String

- fields: Map<String, Field<?>>

+ title: String

+ 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: Class): Object

+ booleanField(key: String): boolean

+ stringField(key: String): String

+ optionField(key: String): String

+ realField(key: String): Double

+ integerField(key: String): Integer

+ parse(): Form

+ parse(clean: 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...)

«abstract»

Command

- last: boolean
- title: String
- # «final», receiver: Receiver
- # - valid: Predicate <Receiver>
- «final» - form: Form
- # «final» - display: Display
- + «final», title(): String
- + is last(): boolean
- + is Valid(): boolean
- + add Boolean Field (key: String, print: String): void
- + add Real Field (key: String, print: String): void
- + add Integer Field (key: String, print: String): void
- + add Option Field (key: String, print: String, option: String...): void
- + boolean Field (key: String): boolean
- + real Field (key: String): Double
- + integer Field (key: String): Integer
- + string Field (key: String): String
- + option Field (key: String): String
- + «final» perform command(): void
- # «abstract» execute(): void

Do Open Menu

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

Menu

```
- .ui: Dialog  
- .title: String  
- .commands: Command<?>[]  
  
+ title(): String  
+ size(): int  
+ entry(n: int): Command<?>  
+ entries(): Command<?>[]  
+ open(): void
```

Text Interaction

```
- writeInput: boolean  
  
+ close(): void  
+ open(menu: Menu): void  
+ render(title: String, text: String): void  
+ fill(fill: Fill): void  
  
- <<final>> readString(prompt: String): String  
- <<final>> readInteger(prompt: String): Integer
```

Dialog

```
- <<final>> ACTION_CHANNEL = String  
- <<final>> CHANNEL_SWING = String  
- <<final>> CHANNEL_VIEW_SWING = String  
- <<final>> CHANNEL_TEXT = String  
- backend: InteractionDriver  
  
+ open(menu: Menu): void  
+ fill(form: Form): void  
+ render(title: String, text: String): void  
+ close(): 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
```

<<interface>>

InteractionDriver

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