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## Dialog

- ~~<> final >> ACTION\_CHANNEL: String~~  
- ~~<> final >> CHANNEL\_SWING: String~~  
- ~~<> final >> CHANNEL\_NEW\_SWING: String~~  
- ~~<> final >> CHANNEL\_TEXT: String~~  
+ VI: Dialog  
- backend: InteractionDriver  
- Dialog()  
+ Dialog(backend: InteractionDriver)  
+ open(menu: menu): void  
+ kill(form: Form): void  
+ render(title: string, text: string): void  
+ close(): void

## <> Interface InteractionDriver

+ open(menu: menu): void  
+ kill(form: Form): void  
+ render(title: string, text: string): void  
+ close(): void

## Display

- m: Dialog  
- title: string  
- text: StringBuilder  
+ display()  
+ Display(title: string)  
+ Display(m: Dialog, title: string)  
+ addAll(items: Collection<?>): Display  
+ addLine(toAdd: Object): Display  
+ addNewLine(toAdd: Object, force: Boolean): Display  
+ ~~<> final >> display(): void~~  
+ <> final >> displayText(): void  
+ popUp(toPop: Object): void  
+ popUp(toPop: Collection<?>): void  
+ clear(): void

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## Field<Type>

- - prompt : string  
- - clear : boolean  
# - value: Type

+ Field()

+ Field(prompt: string)

+ prompt(): string

+ ret(value: Type): void

+ value(): Type

+ clear(): void

# dirty(): void

+ cleared(): boolean

+ isReadOnly(): boolean

+ parse(in: string): boolean << abstract>>

+ toString(): string

## FieldOption

- - options: string[]

+ FieldOption(prompt: string, options: string[])

+ parse(in: string): boolean

## FieldBool

+ FieldBool(prompt: string)

+ parse(in: string): boolean

## FieldString

+ FieldString(prompt: string)

+ parse(in: string): boolean

## FieldBoolean

- << General >> BOOLEAN\_WORD\_YES: string = "sim"

- << General >> BOOLEAN\_WORD\_NO: string = "não"

- << General >> BOOLEAN\_CHAR\_YES: char = 's'

- << General >> BOOLEAN\_CHAR\_NO: char = 'n'

+ FieldBoolean(prompt: string)

+ parse(in: string): boolean

+ toString(): string

## FieldInteger

+ FieldInteger(prompt: string)

+ parse(in: string): boolean

## FieldName

+ FieldName(prompt: string)

+ parse(in: string): boolean

+ isReadOnly(): boolean

<< Interface >>  
Message

+ keyAlreadyExists(form: string, key: string): string

+ formNotFilled(form: string): string

+ keyNotFound(form: string, key: string): string

+ typeMismatch(form: string, key: string, actualType: string, requestedType: string): string

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## Form

- - m: Dialog
- - title: String
- - fields: Map<String, Field<?>>
- + Form()
- + Form(title: String)
- + Form(m: Dialog, title: String)
- + title(): String
- + entries(): Collection<Field<?>>
- + field(key: String): Field<?>
- + addBooleanField(key, label): void
- + addStringField(key, label): void
- + addBoolField(key, label): void
- + addIntegerField(key, label): void
- + addOptionField(key, label, options...): void
- + booleanField(key): Boolean
- + stringField(key): String
- + optionField(key): String
- + realField(key): Double
- + integerField(key): Integer
- + parse(): Form
- + parse(clear: Boolean): Form
- + clear(): void
- + confirm(prompt: String): Boolean
- + requestInteger(prompt: String): Integer
- + requestBool(prompt: String): Boolean
- + requestString(prompt: String): String
- + requestOption(prompt: String, options...): String

## FormException

- realVersionUID: long
- + FormException(msg: String)

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