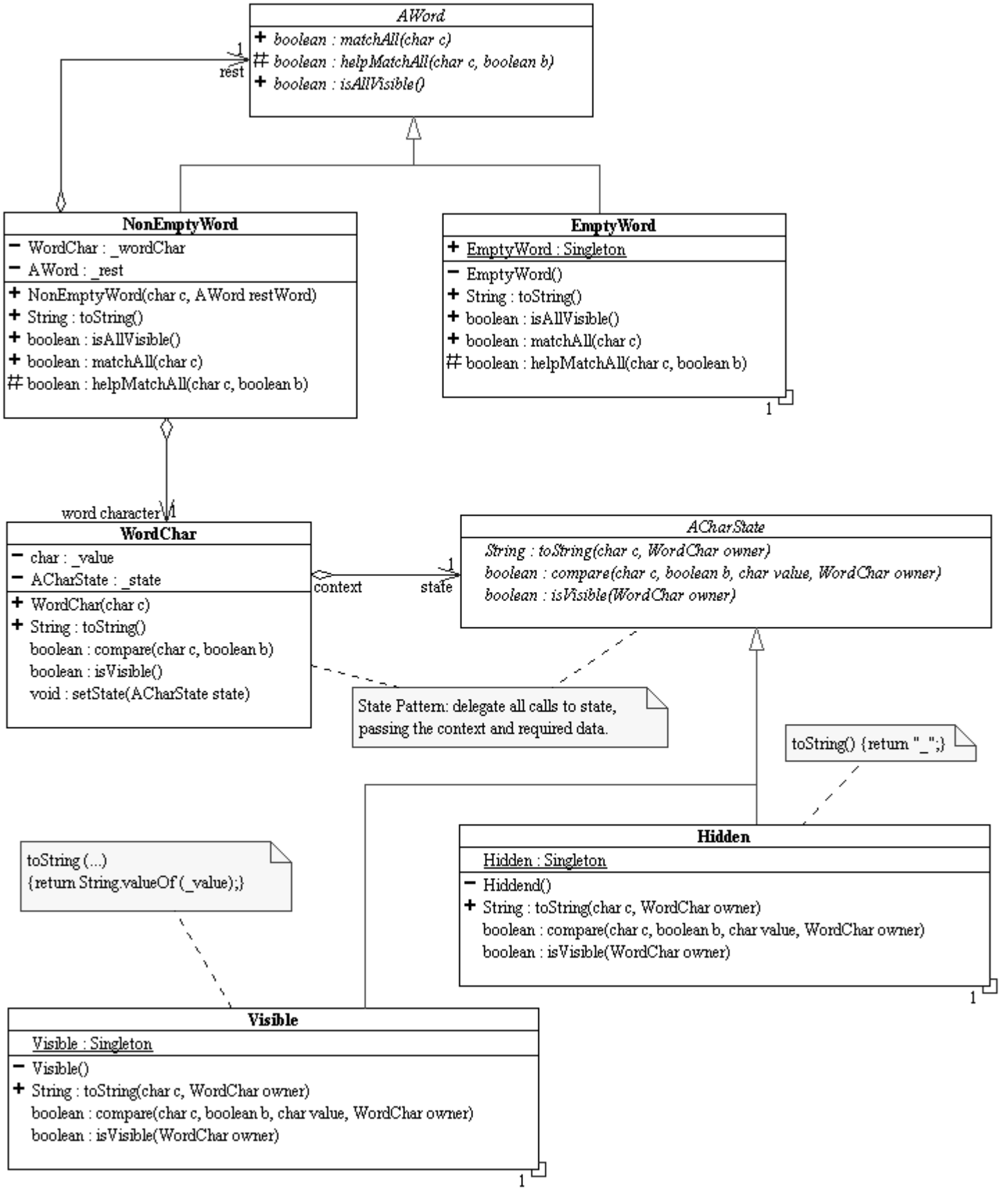
AWord
+ boolean : matchAll(char c)
# boolean : helpMatchAll(char c, boolean b)
+ boolean : isAllVisible()
1
rest
NonEmptyWord
- WordChar : _wordChar
- AWord : _rest
+ NonEmptyWord(char c, AWord restWord)
+ String : toString()
+ boolean : isAllVisible()
+ boolean : matchAll(char c)
# boolean : helpMatchAll(char c, boolean b)
EmptyWord
+ EmptyWord : Singleton
- EmptyWord()
+ String : toString()
+ boolean : isAllVisible()
+ boolean : matchAll(char c)
# boolean : helpMatchAll(char c, boolean b)
1
word character
1
WordChar
- char : _value
- ACharState : _state
+ WordChar(char c)
+ String : toString()
boolean : compare(char c, boolean b)
boolean : isVisible()
void : setState(ACharState state)
context
1
state
ACharState
String : toString(char c, WordChar owner)
boolean : compare(char c, boolean b, char value, WordChar owner)
boolean : isVisible(WordChar owner)
State Pattern: delegate all calls to state, passing the context and required data.
toString() {return "_";}
Hidden
Hidden : Singleton
- Hiddend()
+ String : toString(char c, WordChar owner)
boolean : compare(char c, boolean b, char value, WordChar owner)
boolean : isVisible(WordChar owner)
1
toString (...)
{return String.valueOf (_value);}
Visible
Visible : Singleton
- Visible()
+ String : toString(char c, WordChar owner)
boolean : compare(char c, boolean b, char value, WordChar owner)
boolean : isVisible(WordChar owner)
1