1. Going through part 3 requirement
2. Assignment

Addressing Feedback:	Done?
Address any TA feedback on the previous project part.	
Object-Oriented Analysis and Design: Document your initial object-oriented analysis and design using a UML class diagram (or diagrams), focusing on the most important anticipated classes, interfaces, and relationships. Include detail on key attributes and methods. Include notes on the use of design patterns among the classes. Add notes if the purpose of a class or interface is likely not clear to an outsider. The diagram(s) may be reverse engineered from the code, but must be edited, arranged, and selective (not a raw dump). The diagram(s) must be neat and tidy, and drawn well using computer tools and embedded as image(s) in your team wiki. The diagram(s) will likely evolve.	Classes needed: - User - Habit - Habit events - Habit list for today's to-do habit events - A class storing the habit history.
Unit Testing: Write runnable unit tests for your model classes. Code is required, but the implementation of the model classes need not be complete.	