**Step-by-step approach for the Event Management System project:**

## Define Classes and Their Responsibilities

* **EventManager**: Manages events, including creating and listing them.
* **Event**: Represents an individual event with attributes like name, date, and location.

## Create Class Definitions

* **EventManager**:
  + Attributes: events (a list or collection to hold Event objects)
  + Methods:
    - createEvent(String name, String date, String location): Creates and stores a new Event.
    - listEvents(): Displays the details of all stored events.
* **Event**:
  + Attributes: name, date, location
  + Constructor: Initialize the event attributes.
  + Methods: Getters for event details (optional).

## Implement the EventManager Class

* **EventManager**:
  + Use a List<Event> to store events.
  + Implement createEvent to instantiate an Event object and add it to the list.
  + Implement listEvents to iterate through the list and print event details.

## Implement the Event Class

* **Event**:
  + Define the attributes and constructor to initialize an event.
  + Provide getter methods if needed to access the event details.

## Implement the Main Class

* **Main**:
  + Create an instance of EventManager.
  + Use a Scanner to handle user input and present a menu.
  + Implement the menu options:
    - **Create Event**: Gather input from the user, create an Event, and add it to the EventManager.
    - **List Events**: Call listEvents on the EventManager to display all events.
    - **Exit**: Exit the program.

## Test the Implementation

* Ensure that the system correctly handles user input and performs the required operations.
* Verify that events are created and listed correctly.