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CSE 210: Programming with Classes

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Each Team in this class is assigned to come up with different names for classes and attributes for the Journal Entry Project. The Program will ask a user for many different questions to keep in a journal. The user will then respond to each question to keep in the program. They can also load and save their response. It will be written in three different files: Program.cs, Entry.cs, and Journal.cs. Our Team (2 PM) came up with the following classes and attributes during our group gathering on Thursday May 4.

The program will be written with the following class attributes:

* In Journal.cs:
  + Will add the Public Class Journal behavior:
    - In the public class Journal, two strings entitled \_file and \_userInput will be used to get the user input and store the file as a string. The list file entitled \_entries: List<Entry> is where the entries in the program will be stored in.
    - The SaveEntries(): void will be used to save the data of each answer of an entry. The LoadEntries(): void will be used to load that data. The DisplayEntries(): void will be used to display an output all of the data including the answers and each question that it was in.
* In PromptGenerator.cs:
  + Will add the Class Prompts behavior:
    - In the class Prompts, there will be a list entitled \_pompts: List<string>. This list will be comprised of different prompts or questions that the Program will contain.
    - The string GetPrompt() will ask the question and get the answer from the user.
* In Entry.cs:
  + Will add the Public Class Entry behavior:
    - In the public class entry, there will be a string called \_prompt which will define each prompt written in the program. The \_userData string will define the written answers and the DateTime attribute \_date will get the current date and time.
    - The string DisplayEntry() will call the DisplayEntries(): void attribute from the Journal.cs File.

Attached below is our diagram of how each attribute will work in each file:

