Andrew Halisky

CSE 210: Programming with Classes

Brother Poulson

June 17, 2023

For the project this week, our team came up with different class attributes for the Goal tracker project. This project will contain a main program file which will contain the main menu and call all of the separate classes. It will contain a file class that will be used to load and save each list of goals from the file. The Goal class will be the parent class that will contain constructors that will be used to calculate the points and will contain a separate description for each goal. The child classes will be the Simple Goal class, the Eternal Goal class, and the Checklist Goal class. Each of these child classes will have setters and getters to call the constructors to make each program work.

The program will be written using the following class attributes:

* In Program.cs:
  + In the main program, there will be a switch method loop that will give six different options: Creating a new goal, listing the goal, saving the goal, loading the goal, recording an event, and the quit option in which the bool exit will equal “true” just like in previous projects.
* In SimpleGoal.cs:
  + Will add the public class SimpleGoal
    - Will use setters and getters to call and return a variable that will be used for calling one simple goal.
    - Will contain a Console.Write() to prompt the user for one simple goal to store in the system.
* In ChecklistGoal.cs:
  + Will add the public class ChecklistGoal
    - Will use setters and getters to call and return variables for the description and an int variable to get the amount of points.
  + Will contain a WriteGoal() method to get the custom goal written by the user and return it.
    - Will contain parameters to add the custom amount of points entered in to achieve that goal.
    - Will include an “if” statement to check to see if the goal was accomplished within the custom amount of times.
* In EternalGoal.cs:
  + Will add the public class EternalGoal
    - Will use setters and getters to call and return variables for the custom goals listed stored in those variables.
    - Will contain a Console.WriteLine() to return the list of the custom goals checked or unchecked in the system.
* In File.cs:
  + Will add the public class File:
    - Will create a \_goalsList <List> to store the entire list of goal objects.
    - Will contain the string SaveFile() method which will save the file as a new text file and give a name by the user.
    - Will contiain the string LoadFile() method which will load the text file that was previously saved and created.
    - Will contain the PrintFile() method which will print each goal in the list of goals.

Here is a diagram of how the program will be layed out with each class attribute:

