```
+------------------+     +-------------------------------+
|     Program      |     |            Prompt             |
|------------------|     |-------------------------------|
| - journal        |     |   - prompts: List<string>     |
| + Main()         |     |   + GetRandomPrompt()         |
|                  |     |   + ListPrompts()             |
+------------------+     +-------------------------------+

+-----------------------------+
|           Journal           |
|-----------------------------|
|  - entries: List<Entry>     |
| + AddEntry()                |
| + RemoveEntry()             |
| + ListEntries()             |
| + Save()                    |
| + Load()                    |
+-----------------------------+

+-----------------------------+
|            Entry            |
|-----------------------------|
|  - date                     |
| - content                   |
| - prompt                    |
| + Display()                 |
+-----------------------------+
```

| Class | Responsibility Summary |
|-------|------------------------|
| Program | App entry, user loop, coordinates everything |
| Journal | Holds/manages entries, add/remove/list/save/load |
| Entry | Represents one journal entry (date, prompt, content) |
| Prompt | Supplies prompts/questions (random, add, list) |

The Program class acts as the "brain" that connects everything, coordinating the flow of the application by interacting with other classes. The Prompt class provides questions to the Program, which are then used when creating new entries. Each Entry is created by the Program in response to user input and is managed by the Journal class. The Journal stores all Entry objects and is responsible for providing save and load functionality, ensuring that entries are preserved and accessible.