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| **Vacation** |
| -vacationID : string  -destination : string  -startDate : string  -endDate : string  -budget : string  -count : int |
| +Vacation(vacationID : string, destination : string, startDate : string, endDate : string, budget : string)  +SetID(vacationID : string) : void  +SetDestination(destination : string) : void  +SetStartDate(startDate : string) : void  +SetEndDate(endDate : string) : void  +SetBudget(budget : string) : void  +SetCount(count : int) : void  +GetID() : string  +GetDestination() : string  +GetStartDate() : string  +GetEndDate() : string  +GetBudget() : string  +GetCount() : int  +IncCount() : void  +GetConcatVacation() : string |

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| **VacationFile** |
| -vacations : Vacation[] |
| +VacationFile(vacations : Vacation[])  +GetAllVacations() : void  +GetNewVacationsInfo() : void  +GenNewID() : string  +CheckID(trueInt : int) : int  +GetUserLineToEdit(editID : string) : int  +VerifyEditInt(editID : string) : string  +NewVacationToFile() : void  +EditVacationToFile() : void  +DeleteVacationFromFile(lineToEdit : int) : void |

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| **VacationReport** |
| -vacations : Vacation[] |
| + VacationReporting (vacations : Vacation[])  +DisplayAllVacations() : void  +DisplayOneVacation(lineToEdit : int) : void  +CheckIfAnyVacations() : int |

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| **VacationUtil** |
| -vacations : Vacation[] |
| + VacationUtil (vacations : Vacation[])  +EditVacationField(fieldEditChoice : int, lineToEdit : int) : void  +GetValidDestination(destination : string) : string  +GetValidBudget(budget : string) : string  +GetValidDate(dateType : int, vacations : Vacation[]) : string |

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| **Activity** |
| -activityID : string  -name : string  -category : string  -priceMin : string  -priceMax : string  -timeNeeded : string  -ticketNeeded : string  -count : int |
| +ActivityList(activityID : string, name : string, category : string, priceMin : string, priceMax : string  timeNeeded : string, ticketNeeded : string)  +SetID(activityID : string) : void  +SetName(name : string) : void  +SetCategory(category : string) : void  +SetPriceMin(priceMin : string) : void  +SetPriceMax(priceMax : string) : void  +SetTimeNeeded(timeNeeded : string) : void  +SetTicketNeeded(ticketNeeded : string) : void  +SetCount(count : int) : void  +GetID() : string  +GetName() : string  +GetCategory() : string  +GetPriceMin() : string  +GetPriceMax() : string  +GetTimeNeeded() : string  +GetTicketNeeded() : string  +GetCount() : int  +IncCount() : void  +GetConcatActivity() : string |

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| **ActivityFile** |
| -activities : Activity[] |
| +ActivityFile(activities: Activity [])  +GetAllActivities () : void  +GenActivityID() : string  +GetUserLineToEdit(editID : string) : int  +VerifyEditInt(editID : string) : string  +CompareID(verifiedID : string, activities : Activity[]) : int  +CheckLineValidity(verifiedID : string, lineToEdit : int, activities : Activity[]) : int  +NewActivityToFile() : void  +EditActivityToFile() : void  +DeleteActivityFromFile(lineToEdit : int) : void  +DeleteAllActivitiesFromFile() : void |

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| **ActivityReport** |
| - activities: Activity [] |
| + ActivityReport (activities: Activity [])  +DisplayAllActivities() : void  +DisplayOneActivity(lineToEdit : int) : void  +CheckIfAnyActivities() : int |

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| **ActivityUtil** |
| - activities: Activity [] |
| + ActivityUtil (activities: Activity [])  +AssignCategory(catChoice : int) : void  +GetValidInteger() : string  +CheckMaxPrice(userMax : string, activities : Activity[]) : string  +AssignTime(timeChoice : string, timeTaken : string) : void  +GetTimeChoice(timeMenuChoice : int) : string  +AssignTicket(ticketMenuChoice : int) : void  +EditActivityField(fieldEditChoice : int, lineToEdit : int) : void |

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| **RemainingActivities** |
| -activityID : string  -name : string  -category : string  -priceMin : string  -priceMax : string  -timeNeeded : string  -ticketNeeded : string  -count : int |
| +ActivitiesRemain(activityID : string, name : string, category : string, priceMin : string,  priceMax : string, timeNeeded : string, ticketNeeded : string)  +SetActivtyID(activityID: string) : void  +SetName(name : string) : void  +SetCategory(category : string) : void  +SetPriceMin(priceMin : string) : void  +SetPriceMax(priceMax : string) : void  +SetTimeNeeded(timeNeeded : string) : void  +SetTicketNeeded(ticketNeeded : string) : void  +SetCount(count : int) : void  +GetActivityID() : string  +GetName() : string  +GetCategory() : string  +GetPriceMin() : string  +GetPriceMax() : string  +GetTimeNeeded() : string  +GetTicketNeeded() : string  +GetCount() : int  +IncCount() : void  +GetConcatRemainActivity() : string  +CatCompareTo() : int  +TicketCompareTo() : int |

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| **RemainingActivitiesFile** |
| - remainActivities: RemainingActivities [] |
| + RemainingActivitiesFile (remainActivities: RemainingActivities [])  +CheckIfAnyActivities() : int  +GetRemainingActivities() : int  +GetAllActivities() : string[,]  +GetOmissionIDs() : string[]  +CompareAllActivities(allActivities : string[,], omissionsIDs string[]) : int |

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| **RemainingActivitiesReport** |
| - remainActivities: RemainingActivities [] |
| + RemainingActivitiesReport (remainActivities: RemainingActivities [])  +DisplayAllRemaining() : void  +CheckIfAnyRemaining() : int |

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| **RemainingActivitiesUtil** |
| - remainActivities: RemainingActivities [] |
| + RemainingActivitiesUtil (remainActivities: RemainingActivities [])  +SortByCatgory(sortChoice : int) : void  +SortByTime(sortChoice : int) : void  +ConvertTimeToMinutes(i : int, j : int) : int[]  +SortByPrice(sortChoice : int) : void  +SortByTicketNeed(sortChoice : int) : void  +Swap(x : int, y ; int) : void |

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| **CompleteActivity** |
| -completeID : string  -originID : string  -name : string  -dateComplete : string  -completeAct : string  -moneySpent : string  -rating : string  -review : string  -recommended : string  -category : string  -count : int |
| +CompleteActivity(completeID : string, originID : string, name : string, dateComplete : string,  completeAct : string, moneySpent : string, rating : string, review : string, recommended : string,  category : string)  +SetCompleteID(completeID : string) : void  +SetOriginID(originID : string) : void  +SetName(name : string) : void  +SetDateComplete(dateComplete : string) : void  +SetCompleteAct(completeAct : string) void  +SetMoneySpent(moneySpent : string) : void  +SetRating(rating : string) : void  +SetReview(review : string) : void  +SetRecommended(recommended : string) : void  +SetCategory(category : string) : void  +SetCount(count : int) : void  +GetCompleteID() : string  +GetOriginID() : string  +GetName() : string  +GetDateComplete() : string  +GetMoneySpent() : string  +GetRating() : string  +GetReview() : string  +GetRecommend() : string  +GetCategory() : string  +GetCount() : int  +IncCount() : void  +GetConcatComplete() : string |

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| **CompleteActivityFile** |
| - completeActivities: CompleteActivity [] |
| + CompleteActivityFile (completeActivities : CompleteActivity [])  +GetAllCompleteActivities () : void  +GetNewProcessInformation() : int  +GetUserLineToEdit(editID : string) : int  +VerifyEditInt(editID : string) : string  +CompareID(verifiedID : string, completeActivities : CompleteActivity[]) : int  +CheckLineValidity(verifiedID : string, lineToEdit : int, completeActivities : CompleteActivity []) : int  +GetCompleteName(completeID : string) : string  +GenCompleteID() : string  +GetCompleteCategory(completeID : string) : string  +NewActivityToCompletion() : void  +EditCompletionToFile() : void  +DeleteCompletionFromFile(lineToEdit : int) : void  +DeleteCompletionWithActivity(string : originID, deleteComplete : CompleteActivity[]) : void  +DeleteAllCompletionsFromFile() : void |

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| **CompleteActivityMenu** |
| - completeActivities: CompleteActivity [] |
| + CompleteActivityMenu (number : string)  +GetValidID() : string  +ProcessRatingMenu() : string  +GetProcessRating(ratingMenuOptions : MenuDisplays[]) : int  +ProcessRecommendMenu() : string  +GetProcessRecommendation(recommendMenuOptions : MenuDisplays[]) : int |

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| **CompleteActivityReport** |
| - completeActivities: CompleteActivity [] |
| + CompleteActivityReport (completeActivities : CompleteActivity [])  +DisplayAllActivities() : void  +DisplayOneCompleted(lineToEdit : int) : void  +CheckIfAnyActivities() : int |

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| **CompleteActivityUtil** |
| - completeActivities: CompleteActivity [] |
| + CompleteActivityUtil (completeActivities : CompleteActivity [])  +ResolveDateErrors(badDate : string) : string  +GetValidSpent(spent : string) : string  +GetValidReview(review : string) : string  +EditCOmpletionField(fieldEditChoice : int, lineToEdit : int, editComplete : CompleteActivity[]) : void |

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| **TripSummaryByDay** |
| -completeID : string  -originID : string  -name : string  -dateComplete : string  -count : int |
| +TripSummaryByDay(completeID : string, originID : string, name : string, dateComplete : string)  +SetCompleteID(completeID : string) : void  +SetOriginID(originID : string) : void  +SetName(name : string) : void  +SetDateComplete(dateComplete : string) : void  +SetCount(count : int) : void  +GetComplete() : string  +GetOriginID() : string  +GetName() : string  +GetDateComplete() : string  +GetCount() : int  +IncCount() : void |

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| **TripSummaryByDayFile** |
| -dayByDayCompletions : TripSummaryByDay[] |
| +TripSummaryByDayFile(dayByDayCompletions : TripSummaryByDay[])  +GetDayByDayCompletions() : int  +SummaryToFile(): void |

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| **TripSummaryByDayReport** |
| -dayByDayCompletions : TripSummaryByDay[] |
| +TripSummaryByDayReport(dayByDayCompletions : TripSummaryByDay[])  +DisplayTripSummary() : void |

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| **TripSummaryByDayUtil** |
| -dayByDayCompletions : TripSummaryByDay[] |
| +TripSummaryByDayUtil(dayByDayCompletions : TripSummaryByDay[])  +SortByDay() : void  +Swap(x : int, y int) : void |

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| **FavoriteActivities** |
| -completeID : string  -name : string  -rating : string  -count : int |
| +FavoriteActivities(completeID : string, name : string, rating : string)  +SetCompleteID(completeID : string) : void  +SetName(name : string) : void  +SetRating(rating : string) : void  +SetCount(count : int) : void  +GetCompleteID() : string  +GetName() : string  +GetRating() : string  +GetCount() : int  +IncCount() : void |

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| **FavoriteActivitiesFile** |
| -favoriteActivities : FavoriteActivities[] |
| +FavoriteActivitiesFile(favoriteActivities : FavoriteActivities[])  +GetFavoriteCompletions() : int  +FavoritesToFile() : void |

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| **FavoriteActivitiesReport** |
| -favoriteActivities : FavoriteActivities[] |
| +FavoriteActivitiesReport(favoriteActivities : FavoriteActivities[])  +DisplayFavorites() : void |

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| **FavoriteActivitiesUtil** |
| -favoriteActivities : FavoriteActivities[] |
| +FavoriteActivitiesUtil(favoriteActivities : FavoriteActivities[])  +SortByRating() : void  +Swap(x : int, y : int) : void |

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| **IncompleteActivities** |
| -activityID : string  -name : string  -count : int |
| +IncompleteActivities(activityID: string, name : string)  +SetActivityID (activityID: string) : void  +SetName(name : string) : void  +SetCount(count : int) : void  +GetActivityID() : string  +GetName() : string  +GetCount() : int  +IncCount() : void |

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| **IncompleteActivitiesFile** |
| -incompleteActivities : IncompleteActivities[] |
| +IncompleteActivitiesFile(incompleteActivities : IncompleteActivities[])  +GetIncompleteActivities() : int  +GetAllActivities() : string[,]  +GetOmissionIDs() : string[]  +CompareAllActivities(allActivities : string [,], omissionIDs : string[]) : int  +IncompletesToFile() : void |

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| **IncompleteActivitiesReport** |
| -incompleteActivities : IncompleteActivities[] |
| +IncompleteActivitiesReport(incompleteActivities : IncompleteActivities[])  +DisplayIncompletes() : void |

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| **Recommendations** |
| -completeID : string  -name : string  -category : string  -spent : string  -count : int |
| +Recommendations(completeID: string, name : string, category : string, spent : string)  +SetCompleteID (completeID: string) : void  +SetName(name : string) : void  +SetCategory(category : string) : void  +SetSpent(spent : string) : void  +SetCount(count : int) : void  +GetCompleteID() : string  +GetName() : string  +GetCategory() : string  +GetSpent() : string  +GetCount() : int  +IncCount() : void |

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| **RecommendationsFile** |
| -events : EventsCat[]  -foodDrinks : FoodDrinkCat[]  -games : GamesCat[]  -museums : MuseumsCat[]  -natures : NatureCat[]  -nightLives : NightLifeCat[]  -shoppings : ShoppingCat[]  -tours : ToursCat[]  -workshops : WorkshopsCat[] |
| +RecommendationsFile(events : EventsCat[], foodDrinks : FoodDrinkCat[], games : GamesCat[],  museums : MuseumsCat[], natures : NatureCat[], nightLives : NightLifeCat[],  shoppings : ShoppingCat[], tours : ToursCat[], workshops : WorkshopsCat[])  +GetRecommendations() : int  +RecommendationsToFile(events : EventsCat[], foodDrinks : FoodDrinkCat[], games : GamesCat[],  museums : MuseumsCat[], natures : NatureCat[], nightLives : NightLifeCat[],  shoppings : ShoppingCat[], tours : ToursCat[], workshops : WorkshopsCat[]) : void |

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| **RecommendationsReport** |
| -events : EventsCat[]  -foodDrinks : FoodDrinkCat[]  -games : GamesCat[]  -museums : MuseumsCat[]  -natures : NatureCat[]  -nightLives : NightLifeCat[]  -shoppings : ShoppingCat[]  -tours : ToursCat[]  -workshops : WorkshopsCat[] |
| +RecommendationsReport(events : EventsCat[], foodDrinks : FoodDrinkCat[], games : GamesCat[],  museums : MuseumsCat[], natures : NatureCat[], nightLives : NightLifeCat[],  shoppings : ShoppingCat[], tours : ToursCat[], workshops : WorkshopsCat[])  +DisplayRecommendations() : void |

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| **RecommendationsUtil** |
| -events : EventsCat[]  -foodDrinks : FoodDrinkCat[]  -games : GamesCat[]  -museums : MuseumsCat[]  -natures : NatureCat[]  -nightLives : NightLifeCat[]  -shoppings : ShoppingCat[]  -tours : ToursCat[]  -workshops : WorkshopsCat[] |
| +RecommendationsUtil(events : EventsCat[], foodDrinks : FoodDrinkCat[], games : GamesCat[],  museums : MuseumsCat[], natures : NatureCat[], nightLives : NightLifeCat[],  shoppings : ShoppingCat[], tours : ToursCat[], workshops : WorkshopsCat[])  +SortByPrice() : void  +SwapEvents(x : int, y : int) : void  +SwapFood(x : int, y : int) : void  +SwapGames(x : int, y : int) : void  +SwapMuseums(x : int, y : int) : void  +SwapNatures(x : int, y : int) : void  +SwapNightLives(x : int, y : int) : void  +SwapShoppings(x : int, y : int) : void  +SwapTours(x : int, y : int) : void  +SwapWorkshops(x : int, y : int) : void |

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| **EventsCat** |
| -name : string  -spent : string  -rating : string  -totSpentCat : string  -count : int |
| +EventsCat(name : string, spent : string, rating : string)  +SetName(name : string) : void  +SetSpent(spent : string) : void  +SetRating(rating : string) : void  +SetTotSpentCat(totSpentCat : string) : void  +SetCount(count : int) : void  +GetName() : string  +GetSpent() : string  +GetRating() : string  +GetTotSpentCat() : string  +GetCount() : int  +IncCount() : void |

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| **FoodDrinkCat** |
| -name : string  -spent : string  -rating : string  -totSpentCat : string  -count : int |
| +FoodDrinkCat(name : string, spent : string, rating : string)  +SetName(name : string) : void  +SetSpent(spent : string) : void  +SetRating(rating : string) : void  +SetTotSpentCat(totSpentCat : string) : void  +SetCount(count : int) : void  +GetName() : string  +GetSpent() : string  +GetRating() : string  +GetTotSpentCat() : string  +GetCount() : int  +IncCount() : void |

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| **GamesCat** |
| -name : string  -spent : string  -rating : string  -totSpentCat : string  -count : int |
| +GamesCat(name : string, spent : string, rating : string)  +SetName(name : string) : void  +SetSpent(spent : string) : void  +SetRating(rating : string) : void  +SetTotSpentCat(totSpentCat : string) : void  +SetCount(count : int) : void  +GetName() : string  +GetSpent() : string  +GetRating() : string  +GetTotSpentCat() : string  +GetCount() : int  +IncCount() : void |

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| **MuseumsCat** |
| -name : string  -spent : string  -rating : string  -totSpentCat : string  -count : int |
| +MuseumsCat(name : string, spent : string, rating : string)  +SetName(name : string) : void  +SetSpent(spent : string) : void  +SetRating(rating : string) : void  +SetTotSpentCat(totSpentCat : string) : void  +SetCount(count : int) : void  +GetName() : string  +GetSpent() : string  +GetRating() : string  +GetTotSpentCat() : string  +GetCount() : int  +IncCount() : void |

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| **NatureCat** |
| -name : string  -spent : string  -rating : string  -totSpentCat : string  -count : int |
| +NatureCat(name : string, spent : string, rating : string)  +SetName(name : string) : void  +SetSpent(spent : string) : void  +SetRating(rating : string) : void  +SetTotSpentCat(totSpentCat : string) : void  +SetCount(count : int) : void  +GetName() : string  +GetSpent() : string  +GetRating() : string  +GetTotSpentCat() : string  +GetCount() : int  +IncCount() : void |

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| **NightLifeCat** |
| -name : string  -spent : string  -rating : string  -totSpentCat : string  -count : int |
| +NightLifeCat(name : string, spent : string, rating : string)  +SetName(name : string) : void  +SetSpent(spent : string) : void  +SetRating(rating : string) : void  +SetTotSpentCat(totSpentCat : string) : void  +SetCount(count : int) : void  +GetName() : string  +GetSpent() : string  +GetRating() : string  +GetTotSpentCat() : string  +GetCount() : int  +IncCount() : void |

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| **ShoppingCat** |
| -name : string  -spent : string  -rating : string  -totSpentCat : string  -count : int |
| +ShoppingCat(name : string, spent : string, rating : string)  +SetName(name : string) : void  +SetSpent(spent : string) : void  +SetRating(rating : string) : void  +SetTotSpentCat(totSpentCat : string) : void  +SetCount(count : int) : void  +GetName() : string  +GetSpent() : string  +GetRating() : string  +GetTotSpentCat() : string  +GetCount() : int  +IncCount() : void |

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| **ToursCat** |
| -name : string  -spent : string  -rating : string  -totSpentCat : string  -count : int |
| +ToursCat(name : string, spent : string, rating : string)  +SetName(name : string) : void  +SetSpent(spent : string) : void  +SetRating(rating : string) : void  +SetTotSpentCat(totSpentCat : string) : void  +SetCount(count : int) : void  +GetName() : string  +GetSpent() : string  +GetRating() : string  +GetTotSpentCat() : string  +GetCount() : int  +IncCount() : void |

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| **WorkshopsCat** |
| -name : string  -spent : string  -rating : string  -totSpentCat : string  -count : int |
| +WorkshopsCat(name : string, spent : string, rating : string)  +SetName(name : string) : void  +SetSpent(spent : string) : void  +SetRating(rating : string) : void  +SetTotSpentCat(totSpentCat : string) : void  +SetCount(count : int) : void  +GetName() : string  +GetSpent() : string  +GetRating() : string  +GetTotSpentCat() : string  +GetCount() : int  +IncCount() : void |

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| **Spending** |
| -completeID : string  -category : string  -name : string  -spent : string  -rating : string  -totSpent : string  -count : int |
| +Spending(completeID : string, category : string, name : string, spent : string, rating : string)  +SetCompleteID(completeID : string) : void  +SetCategory(category : string) : void  +SetName(name : string) : void  +SetSpent(spent : string) : void  +SetRating(rating : string) : void  +SetTotSpent(totSpent : string) : void  +SetCount(count : int) : void  +GetCompleteID() : string  +GetCategory() : string  +GetName() : string  +GetSpent() : string  +GetRating() : string  +GetTotSpent() : string  +GetCount() : int  +IncCount() : void  +CatCompareTo(expenditures : Spending) : int |

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| **SpendingFile** |
| -events : EventsCat[]  -foodDrinks : FoodDrinkCat[]  -games : GamesCat[]  -museums : MuseumsCat[]  -natures : NatureCat[]  -nightLives : NightLifeCat[]  -shoppings : ShoppingCat[]  -tours : ToursCat[]  -workshops : WorkshopsCat[] |
| +SpendingFile(events : EventsCat[], foodDrinks : FoodDrinkCat[], games : GamesCat[],  museums : MuseumsCat[], natures : NatureCat[], nightLives : NightLifeCat[],  shoppings : ShoppingCat[], tours : ToursCat[], workshops : WorkshopsCat[])  +GetExpenditures() : int  +SpendingToFile() : void |

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| **SpendingReport** |
| -events : EventsCat[]  -foodDrinks : FoodDrinkCat[]  -games : GamesCat[]  -museums : MuseumsCat[]  -natures : NatureCat[]  -nightLives : NightLifeCat[]  -shoppings : ShoppingCat[]  -tours : ToursCat[]  -workshops : WorkshopsCat[] |
| +SpendingReport(events : EventsCat[], foodDrinks : FoodDrinkCat[], games : GamesCat[],  museums : MuseumsCat[], natures : NatureCat[], nightLives : NightLifeCat[],  shoppings : ShoppingCat[], tours : ToursCat[], workshops : WorkshopsCat[])  +DisplayExpenditures() : void |

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| **SpendingUtil** |
| -events : EventsCat[]  -foodDrinks : FoodDrinkCat[]  -games : GamesCat[]  -museums : MuseumsCat[]  -natures : NatureCat[]  -nightLives : NightLifeCat[]  -shoppings : ShoppingCat[]  -tours : ToursCat[]  -workshops : WorkshopsCat[] |
| +SpendingUtil(events : EventsCat[], foodDrinks : FoodDrinkCat[], games : GamesCat[],  museums : MuseumsCat[], natures : NatureCat[], nightLives : NightLifeCat[],  shoppings : ShoppingCat[], tours : ToursCat[], workshops : WorkshopsCat[])  +SortByPrice() : void  +GetSpendingSum() : void  +SwapEvents(x : int, y : int) : void  +SwapFoodDrinks(x : int, y : int) : void  +SwapGames(x : int, y : int) : void  +SwapMuseums(x : int, y : int) : void  +SwapNatures(x : int, y : int) : void  +SwapNightLives(x : int, y : int) : void  +SwapShoppings(x : int, y : int) : void  +SwapTours(x : int, y : int) : void  +SwapWorkshops(x : int, y : int) : void |

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| **Menu** |
| -menuChoice : int  -menuChoiceIn : string  -goodInput : bool  -numOptions : int  -options : string[]  -number : string  -count : int |
| + Menu (menuChoice : int, menuChoiceIn : string, goodInput : bool, numOptions : int,  options : string[])  +SetMenuChoice(menuChoice : int) : void  +SetMenuChoiceIn(menuChoiceIn : string) : void  +SetGoodInput(goodInput : bool) : void  +SetNumOptions(numOptions : int) : void  +SetOptions(options : string[]) : void  +SetCount(count : int) : void  +GetMenuChoice() : int  +GetMenuChoiceIn() : string  +GetGoodInput() : bool  +GetNumOptions() : int  +GetOptions() : string[]  +GetCount() : int  +IncCount() : void  +GetValidMenuChoice() : int  +GetValidInt() : int |

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| **BigPicture** |
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| +GetExitMessagePath() : string  +DisplayExitMessage() : void  +GetRandomNum() : int  +GetExitImagePath() : string  +DisplayExitImage() : void |

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| **DisplaysFile** |
| -displays : Prompts[]  -menuOptions : MenuDisplays[] |
| +DisplaysFile(displays : Prompts[], menuOptions : MenuDisplays[])  +GetMenuDisplay() : void  +GetMenuFilePath() : string |

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| **DisplaysReport** |
| -displays : Prompts[]  -menuOptions : MenuDisplays[] |
| +DisplaysReports(displays : Prompts[], menuOptions : MenuDisplays[])  +DisplayText() : void |

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| **MenuDisplays** |
| -options : string  +count : int  +menuType : int |
| +MenuDisplays(options : string)  +SetOptions(options : string) : void  +GetOptions() : string  +SetMenuType(menuType : int) : void  +GetMenuType() : int  +GetCount() : int  +SetCount(count : int) : void  +IncCount() : void |

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| **MenuDisplaysUtil** |
| -menuOptions : MenuDisplays[] |
| +MenuDisplaysUtil(menuOptions : MenuDisplays[])  +ToArray() : string[] |

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| **SaveToFileMenu** |
| -number : string |
| +SaveToFileMenu(number : string)  +DisplaySaveToFileOption() : int  +GetSaveToFileChoice(saveReportMenuOptions : MenuDisplays[]) |

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| **Prompts** |
| -prompts : string  +languageID : int  +displayID : int  +optionsID : int  +count : int |
| +Prompts(prompts : string)  +SetPrompts(prompts : string) : void  +GetPrompts() : string  +SetLanguageID(languageID : int) : void  +GetLanguageID() : int  +GetDisplayID() : int  +GetOptionsID() : int  +GetCount() : int  +SetCount(count : int) : void  +IncCount() : void  +AssignCatLanguage(catChoice : int) : string  +AssignRating(ratingChoice : int) : string  +AssignRecommend(recommendChoice : int) : string |

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| **VerifyFile** |
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| +GetAllFiles(allFiles : string[] ) : void  +GetMissingFiles(allFiles : string[], missingFIles : string[]) : void  +DisplayMissingFiles() : void |