SimpleGoal

+ IncreaseScore () void

+ ConcatenateAttribute () : string

Goal

+ Goal(name:string, descrp:string,points:int)

+ GetGoalName() : string

+ SetGoalName( name : string) : void

+ GetGoalDescription () : string

+ SetGoalDescription ( description : string) : void

+ GetPoints () : int

+ SetValueOfPoints (points : int) : void

+ *IncreaseScore* () void

+ *ConcatenateAttribute* () : string

\* DisplayStartMessage(): void

\* ShowDescription() : void

\* DisplayFinalMessage(): void

\* SetTimeDuration():void

\* GetTimeDuration():int

\* ChooseRandomListElement(list: <string>): String

\* ShowCountdown(secondsTime : int):void

\* ShowSpinnerAnimation(secondsTime : int):void

- goalName: string

- goalDescription: string

- isAchieved: bool

- score : int

- valueOfPoints: int

- concatenatedAttribute : string

ChecklistGoal

+ IncreaseScore () void

+ ConcatenateAttribute () : string

- timesToAcomplish : int

- timesAchieved

EternalGoal

+ IncreaseScore () void

+ ConcatenateAttribute () : string

DataSet

+ SaveData ( fielName : string ) : void

+ ReadData ( fielName : string ) : void

+ ShowScore() : void

+ DisplayGoalList() : void

- name : string

- goals : List<Goal>

- score : int