**CSE 210 – Week 3 myJournal.cs App**

* Program.cs – MAIN() Will control the flow of the app displaying and accepting user input prior to calls
  + Prints options and Creates an Array for user inputs
  + Uses a switch instead of several if else, learned about switch in our meeting and its wonderful and cant wait to incorporate into my code.
  + Loops until the quit command is given
* Journal.cs – will manage entry writings and readings
  + Attributes:
    - Add entry to a list
    - Loaded a list to hold data saved that is loaded from a file
    - Save filename
  + Behavior:
    - Loops through to show unsaved entries stored in the add entry list
    - Loads file names
    - Write entries
* Entry.cs – Controls the creation of new entries
  + Attributes:
    - Prompt
    - Date when instantiated the entry will get its current date.
    - Entry text contains all entry’s prior to saving to file
  + Behavior:
    - Set prompt by using a random prompt generator
    - Display all entries
    - Set Date

Program.cs – Main()

Controls general flow of program by displaying choices

and accepting input

* Write New Entry
* Display Unsaved Entries
* Load File
* display Loaded Entries
* Save Entries
* Quit Program

Entry Class – Entry.cs

Date: string Jounral Class – Journal.cs

Entry : string Add Entrty : list

Prompt : string Loaded entry: list

Set date to catch current date Save Filename : string

Set prompt from random gen Shows entries

Show loaded entries

Load filenames

Write entries