Program loop:

Output:     Main Menu  
Input:   User Choice  
Output:   Program Response / Prompt  
Input:   User Data / Entry Text  
Output:   Main Menu

1. Write    //add entry to current journal queue  
2. Display    //display all entries in current journal  
3. Save    //save queued entries to current journal  
4. Load    //load up saved journal  
5. Add new prompt    //add new prompt option to PromptGenerator  
6. Quit    //exit program

Class: Program  
Attributes:  
\*

Behaviors:  
\* DisplayMenu() : int  
\* WriteEntry() : string  
\* DisplayJournal() : string if passed to printline / void if displays directly  
\* SaveJournal() : void  
\* LoadJournal() : void  
\* AddPrompt() : string

Class: Entry  
Attributes:  
\* \_prompt : string  
\* \_response : string  
\* \_date : string

Behaviors:  
\* GetPrompt : string  
\* GetResponse() : string  
\* GetDate() : string  
\* SetPrompt : void  
\* SetResponse() : void  
\* SetDate() : void

Class: Journal  
Attributes:  
\* \_queuedEntries : list<Entries>  
\* \_savedEntries : list<Entries>

Behaviors:  
\* AddEntry() : void  
\* DisplayEntries() : void  
\* LoadFromJson() : void  
\* SaveToJson() : void

Class: PromptGenerator  
Attributes:  
\* \_promptList : list<string>

Behaviors:  
\* PickPrompt() : string  
\* AddPrompt() : void