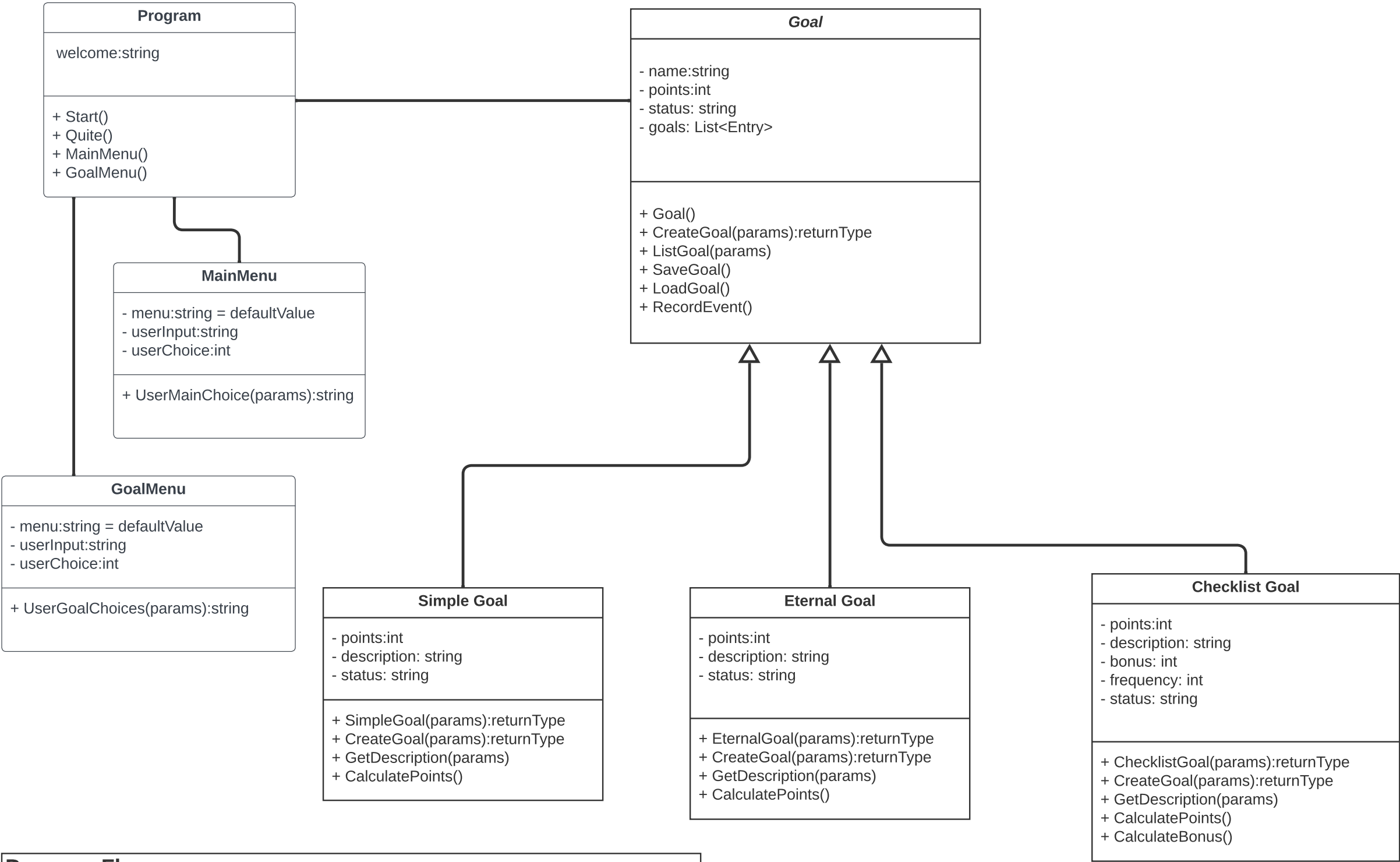


Eternal Quest Program UML Diagram



Program Flow

1.0 Main Menu

An instance of the MainMenu class will handle the main menu loop. User options will be displayed on the console, with input read from users. The supported actions are:

1. Create New Goal
2. List Goals
3. Save Goals
4. Load Goals
5. Record Event
6. Quite

Users will give input as strings.

2.0 Goal Menu

An instance of the GoalMenu class will handle the main menu loop. User options will be displayed on the console, with input read from users. The supported actions are:

1. Simple Goal
2. Eternal Goal
3. Checklist Goal

Users will give input as strings.

1.1 Create New Goal

When creating a new goal, users will be shown a prompt from the Goal Menu (handled by the Goal Menu class). They will then be prompted by the program to enter text on the command line. Return entry will indicate they have made a selection.

1.2 List Goals

Display or listing of goals is handled in a simple for loop that iterates through the goal entries, printing content for each entry.

1.3 Save Goals

The goal entries will be stored on disk as text in a text file. Serialization will transform the list of entries in the Goal class to a txt document, which will be written to disk.

1.4 Load Goals

Loading or deserialization will occur in reverse order. An object will be loaded from the txt on disk and will be copied into private memory by the Goal class.

1.5 Record Event

Recording an event will be determining when a goal has been worked on and will be handled by the Goal class. A list of goals will be shown to the user and they will be prompted to choose one. Return entry will indicate they have made a selection.

1.6 Exit/Quite

A user input of “exit” will exit the menu loop and terminate the program. The goal entries will *not* be automatically saved if not saved to the file first.