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| Program |  | Entry |
| The main class is the entryway to the program. It presents a list of options and provides a switch statement to link the classes. |  | The entry class is the basic unit of storage. It will collect a date, prompt, and response. |
| filename: string  entries: List<Entry> |  | \_date: string  \_prompt: string  \_response: string |
| Main(): void   * canQuit: bool * responseList: Entry |  | Entry(date, prompt, response): void (Constructor) |
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| Prompt |  | Display |
| The prompts class provides a list of strings and chooses one at random. It provides a user-prompt and saves the response. It will provide a date and then constructs a new Entry with the appropriate data. It will return the Entry which will be added to the program’s Entries list. |  | This class will read from a txt file and display the contents to the screen. It makes use of the foreground color to make it easier to interpret the results. |
| prompts: List<string>  rand: Random  prompt: string  response: string  date: DateTime.Now  currentDate: string  entry: Entry |  | lines: string[]  counter: int |
| PromptGenerator(): Entry |  | DisplayJournal(filename): void |
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| SaveLoad |  |  |
| This class handles all related saving and loading issues, including choosing the filename to save to. It will read the list from the Program class and write them to a txt file. |  |  |
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| SaveEntries(): bool   * saveFile: bool * newFile: StreamWriter   LoadEntries(): string   * file: string |  |  |

