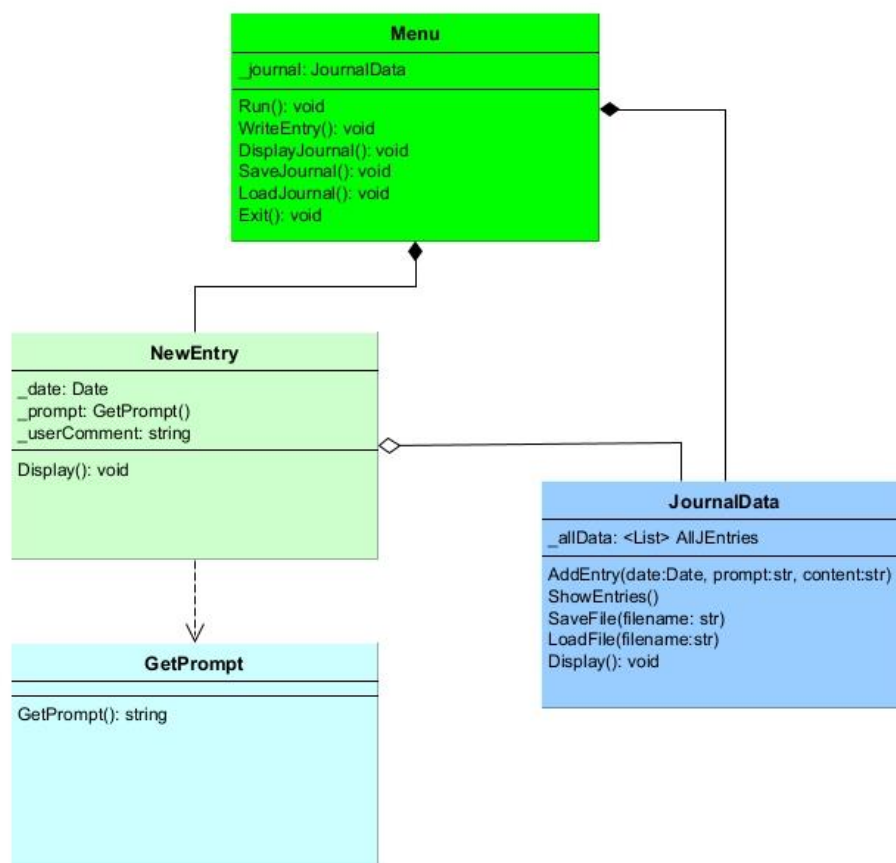Terri-Anne Venter

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CSE 210 – A6: Programming with Classes

7th May 2023

Abstraction Design Activity

1. Class Diagram

2. Description

1. Menu – Starting point from which user can make selection of one of 5 options. This
   will need to be a loop until exit is selected.

2. Option 1: New Entry – Will create a new instance of NewEntry which will generate a
   date, randomly select a journaling prompt from a text file and display it prompting the
   user to answer via a text input. This will then be concatenated in the display method

and stored in the new instance of NewEntry, and the user returned to the Menu options.

3. Option 2: Display/Show Entries – will display a list of all entries made including time stamps, prompts and responses for each entry as received.

4. Option 3 and 4: Load and Save – Using user specified filename the list of entries will be saved as a "c"sv file in excel. And can be loaded from these user specified files again.

5. Option 5: Exit – Will first check if the user wants to save entries and then exit the menu loop.