In this design for our journal, we have 4 classes, our Journal class, our Program class, our Entries Class, and our Prompt class. Each has their own fields and methods.

Our Journal class has 2 fields, named ListOfResponses and ListOfDates, which will keep track of both the responses and the dates obtained in the Entries class. The methods in our Journal class will display the Date of the entry, the prompt randomly generated by the program, and the user’s response. Our other method will add/append the user’s response to a .txt file, which will be created and will house the responses given by the user.

Next, our entry class has two fields, NameOfFile, and List<Journal> = new. NameOfFile is the name of the .txt file that the user’s responses will go into. The List<Journal> = new creates the list that each of the entries, prompt, and dates will go into to be displayed from the display function. The method that the class Entries has is to both save and display the user’s responses.

Almost there, we have the prompt class, which iterates through a few pre-generated prompts to ask the user, to which the user will write a response. The method for this class is just to take a random one of the prompts and display it to the user.

Finally, we have the Program class, which brings everything together. The Program class will display a menu that will ask the user whether they want to write an entry, display all the entries that they have done, Load the entries from a certain day, Save these entries to the Journal, or quit the program.