

**Class: Entry**Attributes:

\_userInput: string

\_dateTime: string

Methods:

Display: void

**Class: Journal**Attributes:

\_entries: List<Entry>

Methods:

AddList(): void

Display(): void

SaveFile(): void

LoadFile(): void

**Class: Prompt**Attributes:

\_prompts: List <prompts>

\_greeting: string

Methods:

GetPrompt(): void

**Notes:**

- The Entry class interacts with the Journal class by storing user input and then the Journal.Display() method with display each entry.
- Prompts are stored in the Prompt.\_prompts list.
- SaveFile() and LoadFile() write and reads the user entries to and from a .csv or .txt file.
- AddList() creates a new Entry object and stores it in the \_entries list.