Three Day Planner

In this assignment, you will create a program to help users set goals regarding their workout for the upcoming three days. It is important that you create a full user interface where only the relevant information is presented to the user and where the terminal is cleared when appropriate.

The main menu of the program should clearly present the upcoming goals for the user and lets the user enter an operation to perform:

```
.: THREE DAY PLANNER :.
-----------------------
TODAY:     Run 5 km
TOMORROW: Lift 10 kg
LATER:     Cycle 30 km
-----------------------
n | Next day
c | Change goal
e | Exit program
-----------------------
operation >
```

The program will support three operations (as can be seen in the console above):

Operation	Description
Next day	Steps one day forward. This will move the goal for "Tomorrow" to "Today" and "Later" to "Tomorrow". No goal should be set for "Later".
Change goal	Makes the user change the goal for "Today", "Tomorrow" or "Later" based on user selection.
Exit program	Exits the program

After performing the "Next day" and "Change goal" operation, the terminal must be cleared, and the user returned to the main menu.

Common errors to avoid

The program is not behaving according to instructions
Was the instructions unclear to you? Check the simlet in Canvas.

Missing operations
Make sure that you implement all operations listed in the table above and that each operation works as described.

The screen is not cleared after the completion of each operation
Make sure that the user interface only presents the relevant information and that the terminal is cleared after completing an operation.

The user is not specific about what day to change goal for
When performing "Change goal" the user must be specific upon for what day to change the goal. Having to rewrite each goal for all days is not acceptable.