**Main Loop**

1. Start program
2. Create empty lists to store Student and Session objects
3. Repeat until the user chooses to exit:
   * Display main menu options:
     1. Create profile
     2. Update profile
     3. Add availability
     4. Remove availability
     5. Search for study buddies
     6. Receive match suggestions
     7. Schedule session
     8. Confirm session
     9. Decline session
     10. Exit
4. If user selects **Create profile**, then:
   * Call createProfile() on a new Student object
   * Add the new student to the global list of students
5. If user selects **Update profile**, then:
   * Identify student
   * Call updateProfile() on that student
6. If user selects **Add availability**, then:
   * Identify student
   * Prompt for date, start time, end time
   * Create a new Availability object
   * Call addAvailability(slot) on the student
7. If user selects **Remove availability**, then:
   * Identify student
   * Display current availability slots
   * Ask the user to choose a slot
   * Call removeAvailability(slot) on the student
8. If user selects **Search for study buddies**, then:
   * Identify student
   * Prompt for course to search by
   * Call searchBuddies(course) on the student
   * Display the returned list of Student\* matches
9. If user selects **Receive match suggestions**, then:
   * Identify student
   * Call receiveMatchSuggestions() on that student
   * Display the returned list of Student\* matches
10. If user selects **Schedule a session**, then:
    * Identify student
    * Create a new Session object (prompt for course, time, other student)
    * Call scheduleSession(session) on the student
11. If user selects **Confirm session**, then:
    * Identify student
    * Choose pending session from student's scheduledSessions
    * Call confirmSession(session) on the student
12. If user selects **Decline session**, then:
    * Identify student
    * Choose pending session from student's scheduledSessions
    * Call declineSession(session) on the student
13. If user selects **Exit**, then:
    * End the loop and terminate the program