

Mood Enhancer

User

string _name; string _password List<(Food, Music, etc)> _listFoods; listMusic; etc...

SetUserName(): void SetPassword(): void

Getters and setters for all the lists()

VerifyPassword(): bool

MenuSelector

List<string> _userMenu; _foodMenu; _musicMenu; etc...

DisplayMenu(): int DisplayList (): void

DisplayInfo(): virtual, void

NewUser(): void LoadUser(): void DeleteUser(): void

AddItem(): void; DeleteItem(): void

RandomActivity(): void

Food

string: _food

List<string>: _recipe

List<string>: placesToEat

Food(): string food

DisplayInfo(): override, void

Media

string: _name

string: _author

string: _collection

int: _year

Media(): string name, string author, string collection, int year

DisplayInfo(): override, void

Friend

string: _name

string: _phone

string: _email

<u>List<string>: _activities</u>

Friend(): string name, string phone

AddActivity(): void SetEmail(): void

ChangePhone(): void

DisplayInfo(): override, void

Mood Enhancer		Media				Во	ook
	string: _name string: _author string: _collection int: _year						
	Media(): string name, string author, string collection, int year DisplayInfo(): override,						
	void	override,			_	DisplayInfo() void): override,
M	ovie	Serie		S	Song		Quote
string: _plat	tform	string: _platform					
Movie(): string platform : base (Media variables)		Serie(): string platfor base (Media variable					
DisplayInfo(): override, void		DisplayInfo(): overrio	le,	DisplayInfo void	o(): override,	DisplayIn void	fo(): override,

When starting the program, the Initial Menu will be displayed with 3 options: Create a new user, load a user and delete a user.

By choosing the first or second, the program will display the User Menu, where can choose between different activities.

It will be suggested that the user, if is in a good mood, add information and activities that can help him cheer up and motivate himself. If is sad or discouraged, can search for an activity to do that have previously uploaded, either specifically or randomly.

Each class will have its own way of adding new information, displaying it, and changing it.