* What part of the learning activity was the hardest for you?

I would get variable name wrong, and then the program wouldn’t run. Sometimes the red line showed up in one spot, but the real problem was somewhere else, so that confused me at first. It was also tricky to understand **how the files connect I think I felt like I had imposter syndrome where I’m going through the motions but I don’t actually belong here. Once I got out my head I just kept reviewing over and over between my code and the instructions on the assignment and had to take a minute to slow down and double check everything.**

**What does the program do?**  
“It’s a journal app. It gives people a random question to answer, saves their response with the date, and lets them see or save all their entries.”

**What inputs does it have?**  
“You pick from the menu, type your entry, or type a file name if you’re saving or loading. For extra features, we could let people upload photos, tag their location, or get different kinds of prompts.”

**What outputs does it produce?**  
“It shows the prompt, the entries, and messages like when you save or load. With extras, it could also show photos or locations.”

**How does the program end?**  
“You just pick ‘Quit’ on the menu, and it closes.”

1. What are good candidates for classes in this program?
2. What are the primary responsibilities of each class?

* Journal → Keeps a list of all entries, can add, show, save, or load them.
* Entry → Holds one journal entry: the date, the prompt, the text (and for extras, maybe a photo or location).
* PromptGenerator → Stores the list of prompts and gives you a random one when you need it.
* **VoiceRecorder** → Lets the user record audio instead of typing.
* **ReminderManager** → Sends reminders (like “don’t forget to write today”).
* PhotoManager → Handles attaching, saving, or loading photos for entries.
* LocationTracker → Stores or suggests location info when making a new entry.