Blank diagram

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Activity

private string _name private string _description private int _lengthTime private int _spinner

public void SetDuration(int lengthTime)
public int GetDuration()
public void SetDiscription(descripion)
public void DisplaySpinner(timeToRun)
public void StartActvity()
public void GetReady()
public void EndActvity()

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public BreathingActivity(setDiscription, setName) public void Run() ListingActivity private String List _prompts public ListeningActivity(setDiscription, setName) public void Run()

ReflectionActivity

private String List _reflectionPrompts private String List _reflectionQuestions

public ReflectionActivity(setDiscription, setName)
public void Run()

Program

Boolean endGame int userChoice

Static void Main()

Stopwatch

private DateTime _startTime private DateTime _stopTime private bool _isRunning

public void Start()
public void Stop()