A screenshot of a computer

Description automatically generated

This program contains a series of different types of goals that one may add, and/or check off. With this in mind, there is a main Goal class. This contains all the methods and attributes that will be required no matter what kind of goal the user chooses. For example, RecordEvent will be overridden by each of the classes to carry out their different actions. It will then return the point value associated with the tasks they’ve completed. IsComplete just checks whether a goal has been completed or not. SaveGoal stores the goals that were added into the program. Calculate score will get the score for each of the different goals based off of the goals completed. These are the 4 methods that will be used/overridden in each of the 3 Goal child classes. Each of the child classes will also inherit name and description, which will be used to print the name and description specific to each of the different types of goals. As far as the attributes go for the different goals, they are just holding lists of goals and the scores associated with the goals completed. Seeing as the format of the goals and scores differs, there are additional attributes for added functionality in some of the goals.

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