Diagram Class: Goal Tracker

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CSE 210: Programming with Classes - Unit 5: Polymorphism

Program

- _managerGoal: GoalsManager

+ Main(string[]): void

GoalsManager

- goalsList: List<Goal>

+GoalsManager()

+ GetListGoal(): List<Goal>
+ SetListGoal(List<Goal>): void
+ AddGoal(List(Goal): void
+ DisplayGoal(List<Goal>): void
+ CalculateTotalPoints(): void
+ DisplayRecordEvent(List<Goal>): void
+ CreateNewGoal(): void
+ RemoveGoal(List<Goal>): void
+ SaveGoals(List<Goal>, string): void
+ LoadGoals(List<Goal>, string): void
+ ProgressBar(string, string): void

Goal

- _nameKindOfGoal: string
- _nameOfGoal: string
- _descriptionOfGoal: string
- _pointPerGoal: float

+ Goal(string, string, string, float)

+ GetNameKindOfGoal(): string
+ GetNameOfGoal(): string
+ GetDescriptionOfGoal: string
+ GetPoints(): float
+ GetStatus(): string

+ RecordEvent(): float
+ IsComplete(): bool
+ GetPointsAccumulated(): float

SimpleGoal

- _isComplete: bool
_simplePointsTotal: float
_isCompleteAgain: bool

+SimpleGoal(string, string, float)

+ RecordEvent(): float
+ IsComplete(): bool
+ GetPointsAccumalated(): float

ChecklistGoal

- _numRequieredGoals: int
- _numAttemptGoals: int
_bonusPoints: float
- _isComplete: bool
- _ checkTotalPoints: float
- _isCompleteAgain: bool
-checkTotalPointsAgain: float

+ ChecklistGoal(string, string, float, int, float)

+ GetNunRequieredGoals(): int
+ GetAttemptGoals(): int

+ RecordEvent(): float
+ IsCompelte(): bool
+ GetPointsAccumulated(): float

EternalGoal

- _numbrerOfGoalComplete: int
- _eternalPointsTotal: float

EternalGoal(string, string, float)

+ RecordEvent(): float
+ IsComplete(): bool
+ GetPointsAccumulated(): float