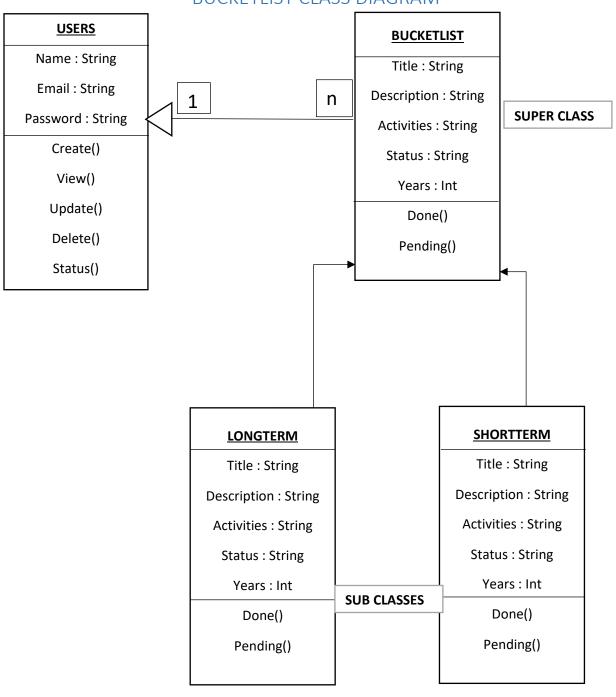
## **BUCKETLIST CLASS DIAGRAM**



## <u>User</u>

A user of the bucketlist application should be able to create a list of goals and achievements that they wish to do in future.

Once a bucketlist has been created, a user can view, update, delete and change the status of his/her own list.

## **Bucketlist**

This is the superclass where it has two inheritance relationship sub classes, longterm and shortterm. Where a bucket list activity is either longterm or shortterm depending on the time period specified for doing it.