

Target

- private bool _filledTarget

- private string _targetName

- private string _targetResume

- private int _targetScore

- private int _totalScore

- private int _targetType

- private List<Target> _targets

+ public Target(string strTargetName, string strTargetResume, int intTargetScore, bool bolfilledTarget)

+ public SetNewTarget() : void

+ public ReloadScore(int intScore) : void

+ public ShowTarget() : void

+ public RecEvent() : void

+ public abstract SetFilled() : void

+ public abstract ShowTarget(int intOption) : void

+ public abstract GetFilled() : void

Program

no attributes

Static Main(string[] args) : void

TargetList

- private int _addScore

- private int _timeScore

- private int _finalScore

+ public TargetList(string strTargetName, string strTargetResume, int intTargetScore, int intFinalScore, int intFinalScore, bool isFilled) : base (targetName , targetResume, targetScore, isFilled)

+ public override SetFilled() : void

+ public override ShowTarget(int intOption) : void

+ public override GetFilled() : string

EthernalTarget

No attributes

+ public EthernalTarget(string strTargetName, string strTargetResume, int intTargetScore, bool bolfilledTarget) : base (targetName, targetResume, targetScore, false)

+ public override SetFilled() : void

+ public override ShowTarget(int intOption) : void

+ public override GetFilled() : string

SimpleTarget

No attributes

+ public SimpleTarget(string strTargetName, string strTargetResume, int intTargetScore, bool bolfilledTarget) : base (targetName, targetResume, targetScore, isFilled)

+ public override SetFilled() : void

+ public override ShowTarget(int intOption) : void

+ public override GetFilled() : string

Program Flow:

When the user types 1, it will be shown the option: Create New Target, and later, save it to a .txt file;

If types 2, it will show the Listed Targets according to the Targets typed before;

If types 3, it will allow the user to load or not the targets from a .txt file;

If types 4, it will allow the user to save or not the targets in a .txt file;

if types 5, it will allow the user to record or not the target progress;

if types 6, the program ends;

In the code, I will try to put two additional options: one for personal progress and other for work progress