## Goal

- private category : string

- private description : string

- private completed : bool

+ public AddGoal(): void

+ public DeleteGoal(): void

+ public ViewAllGoals(): void

## **Program**

no attributes

static void Main(string[] args)

## **PersonalGoal**

private PersonalGoals : List<PersonalGoals>private filePath : string

+ public AddGoal(): override void

+ public DeleteGoal(): override void

+ public ViewAllGoals(): override void

+ public CreateNewGoal(): void

+ public ListGoals(): void

+ public SaveToFile(): void

+ public LoadFromFile(): void

+ public RecordEvent(): void

+ public Quit(): void

Description: all the classes have the same namespace: GoalTracker. There are seven options in the program: Add a personal Goal(1), Delete a Personal Goal(2), View All Goals(3), Record an Event for a Personal Goal(4), Save to a File(5), Load from File(6) and Exit(7). All in the order above.

(1): Allows the user to add a personal Goal;

(2): Allows the user to Delete a specific Goal;

(3): Allos the user to see all the Goals Listed:

(4): Allows the user to record the event(if he/she filled it or not) for a goal;

(5): Allows the user to save the goals in a .txt file;

(6): Allows the user to load the goals from a .txt file;

(7): Exit the program;