GoalTracker

category : stringdescription : stringcompleted : string

- score : int

Events : List<string>

Goal()

abstract AddGoals: void abstract DeleteGoal: void abstract ViewAllGoals: void abstract ListGoals: void abstract SaveToFile: void abstract LoadFromFile: void abstract RecordEvent: void abstract Quit: void

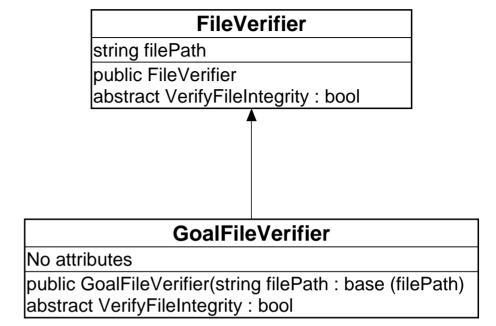
PersonalGoal

filePath: string

PersonalGoals: List<PersonalGoals:>

verifier : GoalFileVerifier

public AddGoals: override public DeleteGoal: override public ViewAllGoals: override public ListGoals: override public SaveToFile: override public RecordEvent: override public RecordEvent: override public Quit : override public Quit : override public Quit : override



I've added two classes to verify the integrity and the existence of the file

The rest keeps the same as the previous diagram.