DESIGN OF JOURNAL PROGRAM

Name: Natanael da Matta
Course: CSE210

DIAGRAM OVERVIEW

CLASSES	BEHAVIORS	ATTRIBUTES
PROGRAM	static void Main(string[] args)	No attributes
JOURNAL	public void displayJournal()	List<Entry> _entries
ENTRY	public void displayEntry()	_date _prompt _answer
PROMPT GENERATOR	public string getPrompt()	List<string> _prompts
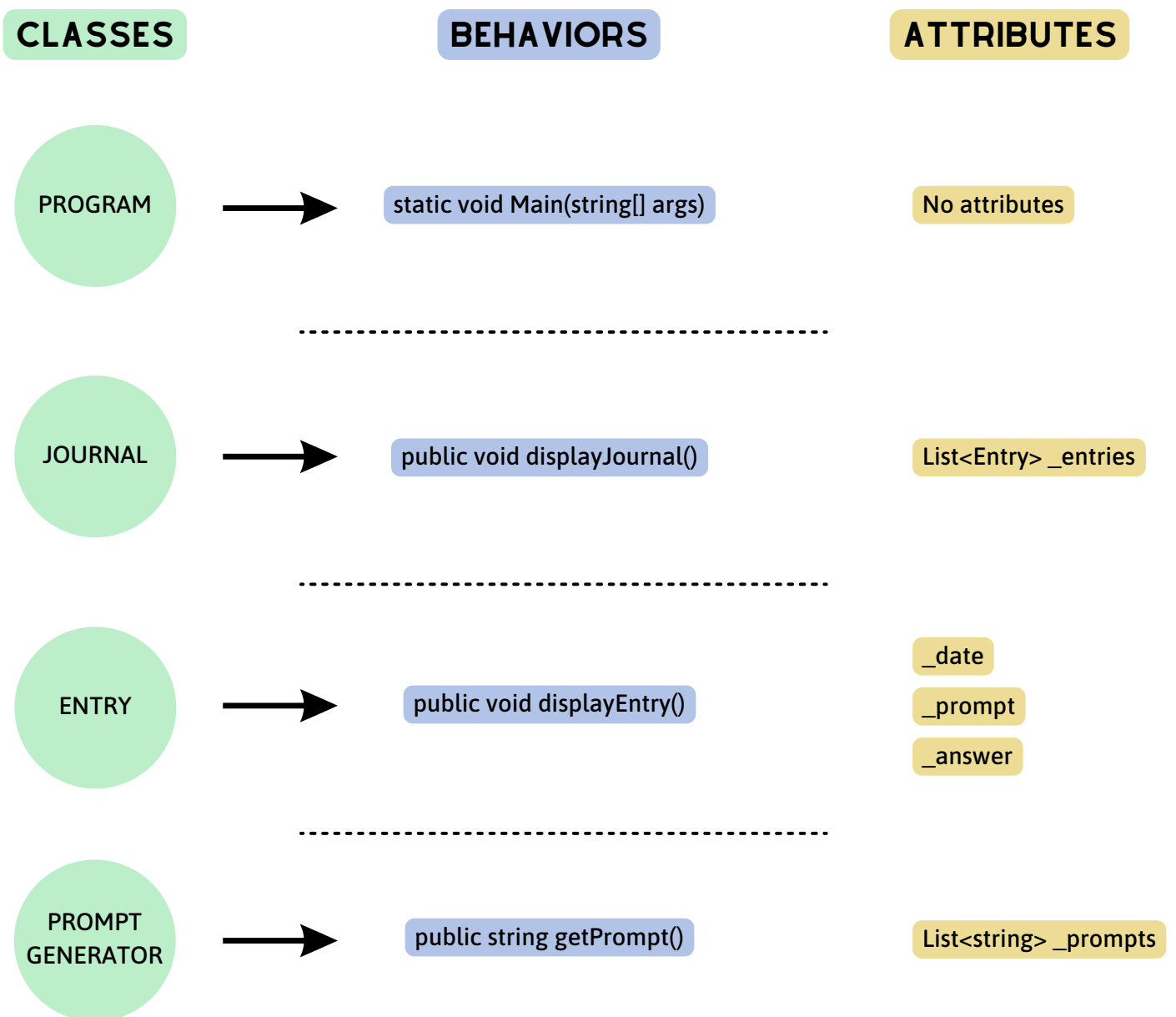
DESCRIPTION

static void Main(string[] args)

It will run the program, it will display the main menu in console while interacting with the user and using other classes and functions.
Also, in the same function, it will save and load files.

public void displayJournal()

It wil iterate throught Entry class and print the data stored in _entries

public void displayEntry()

It will use the data stored in the class atributes in order to print the entry. It will format the entry as {DATE} - Prompt: {PROMPT} {ANSWER}

public string getPrompt()

It will use the attribute list _prompts and pick a random prompt from the list, to return it.

- -

List<Entry> _entries

a list taken from Entry class in order to get all entries by user

_date

_prompt

as the program split the entries as strings, these attributes will store the DATE, PROMPT and ANSWER

_answer

List<string> _prompts

it will store all the prompts. The program will pick a random prompt and display it to the user