Journal - Class Diagram



+ < Journal > myJournal

+Menu(): void

Main Program contains a Journal object, who's methods get called on for program functions called through the menu

Main Progam calls
RandomPrompt method to obtain
prompts for creating a new
Journal Entry

Journal

- + list<Entry> _entries
- +DisplayOnScreen(): void
- +AddEntry(): void
- +SaveToFile(fileName): void
- +ReadFromFile(fileName): void

Prompt

- + list<string> _promptList
- +RandomPrompt(): string

Journal object contains a list of Entry objects

Entry

- + string _date
- + string _prompt
- + string _content
- +DisplayOnScree(): void
- +StringForFile(): string