CSE210 Team Adelie

Week 9/10 Class Design

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**Polymorphism**

**Parent Class Goal**

Variables:

int points

Points : int

Name : string

Description : string

Methods:

Saving()

Loading()

RecordGoal()

It will need to be unique in each child class.

Public Virtual Display()

IsComplete()

**Child Class List**  // Goal.

**SingleGoal**

Variables:

SingleGoal (int points, string goal) : base (points, goal, description).

Methods:

"Overide" Display()

**EternalGoal**

Constructor

EternalGoal (int points, string goal) : base (points, goal, description).

Variables: // They’re the same as the parent class.

Methods:

SaveGoal()

IsComplete()

**ListGoal**

ListGoa**l**( int points, string goal, string name, string description, int repetitions)

Methods:

**Child Class Eternal**

Variables:

Methods: