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**Journal Program Plan**

The main program class will hold the file menu by allowing the user to select 1-5. This list will need to run continuously until the quit option is selected. The individual menu selections will call the other methods from the classes to handle the writing of any new entry, displaying those entries, and loading a new file and saving the entry. Option 5 will need to exit the menu loop and exit the program.

**Classes**

  Journal Class

Entry Class

Prompt Generator Class

**Journal Class**

The responsibility is to provide the journal menu to handle the loading and saving of the journal and text files.

Journal Class: \_filePath: string

\_entries: List<entry>

Display Journal Entries(): void

SaveFile(): void

LoadFile(): void

**Entry Class**

The responsibility of the user will be to handle the data involved in creating and displaying the individual entries.

Entry Class: \_entryText: string

\_entryDate: string

\_entryPrompt: string

Create Entry()

This method will then use the Prompt generator and any the other variables to create the necessary unique entry.

Display Entry():

This method will concatenate all of the variables of the classes to then create the full entry to display.

**Prompt Generator Class**

\_prompts: List<prompts>

\_randomPrompt: string

Create Prompt():

This method will create a random prompt from a list of prompts. This would be done using a random number generator to then access the index of a string in the file of prompts.