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1/23/23

**Journal Program Plan**

The main program class will hold the file menu by allowing the user to select mask or to hide data. This data list will need to run continuously until the correct data information is discussed. The selections will call the other methods from the classes to handle the writing of any new entry, displaying the data, and loading the masked or unmasked file and saving the oupot as a correct choice. Option 5 will need to exit the menu loop and exit the program.

**Classes**

  Articulate Class

Entry Class

Prompt Generator Class

**Articulate Class**

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

Scripture Class: \_filePath: string

\_entries: List<entry>

Display Scripture 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 the masking effect from the provided data or user inputted data. This would be done using a random generator to then access the masked data within the string in the data file.