Class Diagram:

1. Journal Entry

-Attributes

-date

-prompt

-response

-Methods

-displayEntry

1. Journal Manager

-Attributes

-journalEntries

-Methods

-addEntry

-displayJournal

-saveToFile

-loadFromFile

The program begins by initializing an instance of the JournalManager class. The user is then presented with a menu. Based on user input, the program interacts with the JournalManager class to perform various actions.

When the user opts to add a new entry, Journal manager prompts for a response to a random prompt, creates a new instance of the JournalEntry class with the user's response and the current date, and then calls the addEntry method in the JournalManager class. This method adds the new entry to the list of journal entries.

If the user chooses to display the journal, JournalManager calls the displayJournal() method. The JournalManager iterates through the list of journal entries, calling the displayEntry() method for each entry, displaying the details on the screen.

For saving the journal to a file, the program prompts for a filename, and JournalMnager calls the saveToFile method. The JournalManager saves the entire list of entries, including date, prompt, and response, to the specified file.

Similarly, when loading from a file, JournalManager prompts for a filename, and then calls the loadFromFile method. The JournalManager replaces the current list of entries with the entries loaded from the specified file.

After each operation, the program returns to the main menu, allowing the user to perform additional actions or choose to exit. The JournalManager class manages the list of entries and performs specific operations based on user input. The JournalEntry class encapsulates the details of an individual entry and provides a method for displaying it.