

Program
Menu: menu
Goal: goal
List<Goal> _goals: List<Goal>
HandleMenuChoice():void
ListGoals():void
SaveGoals():void
LoadGoals():void

Menu
- List<string> _menuOptions: List<string>
+ Menu()
+ ShowMenu(): int

abstract Goal
- _goalName: string
- _goalDescription: string
- _goalPoints: int
Goal()
+ virtual CreateGoal(): void
+ virtual RecordGoal(): void
+ virtual SaveGoal(): void
+ virtual LoadGoal(): void

Score
- _score: int
Score()
+ GetScore(): int
+ SetScore(int score): void

SimpleGoal
-baseVars
SimpleGoal()

EternalGoal
- baseVars
EternalGoal()
+ override RecordGoal(): void
+ override SaveGoal(): void
+ override LoadGoal(): void

ChecklistGoal
- _accomplishedTimes: int
- _acomplishTimesForBonus: int
- _bonusPoints: int
ChecklistGoal()
+ override RecordGoal(): void
+ CheckForBonus(): void
+ ApplyBonus():void
+ override SaveGoal(): void
+ override LoadGoal():void

