That's a very common and effective architectural change! A Menu class is usually responsible for handling user interactions and navigation, which fits well with the *Display* and *GetUserInput* ideas you had.

Here is the updated consolidated class diagram information, replacing the PromptBank with a Menu class and making adjustments to the methods:

## Consolidated Class Diagram (with Menu)

### Class: **Journal** (No Change)

| Attribute | Type/Description |
| --- | --- |
| **entries** | A **List/Array of Entry** objects. |

| Method | Parameters | Description |
| --- | --- | --- |
| **Display()** | None | Displays all entries in the journal. |
| **Write()** | None | Creates a new entry (calls Entry.WriteEntry()). |
| **Save()** | **string** (filename) | Saves the current journal to a file. |
| **Load()** | **string** (filename) | Loads a journal from a file. |

### Class: **Entry** (Minor Change)

| Attribute | Type/Description |
| --- | --- |
| **Date** | A **Date/DateTime** type. |
| **Prompt** | **const string** |
| **Response** | **string** |

| Method | Parameters | Description |
| --- | --- | --- |
| **Display()** | None | Displays the date, prompt, and response for this single entry. |
| **GetPrompt()** | None | Generates a random prompt based on a random number generator |
| **WriteEntry()** | None | A method to guide the user through creating the entry (getting the prompt, getting the response, setting the date). **It will need a way to access the prompts.** |

### Class: **Menu** (Replaced PromptBank)

| Attribute | Type/Description |
| --- | --- |
| **options** | **List/Array of strings** (The main menu options: Write, Display, Save, Load, Quit). |
|  |  |

| Method | Parameters | Description |
| --- | --- | --- |
| **DisplayMenu()** | None | Displays the main menu options to the user. |
| **GetUserInput()** | None | **Returns a string/integer** representing the user's menu choice. |
|  |  |  |
|  |  |  |

### Relationships

* **Journal** **has a** **list of Entry** objects (Composition/Aggregation).
* The **main program logic (e.g., in main)** will **use the Menu** to interact with the **Journal** (Dependency).
* The **Entry** class (specifically its WriteEntry method) now needs to **use the Menu** (or the Menu's GetRandomPrompt method) to retrieve a prompt (Dependency).