**Eternal Quest Program**

My program will have 5 classes besides the Program class, CreateGoal class being the super-class which will be responsible for storing all the goals in a list, displaying the default prompts for the users to write their goals, and storing their scores, the remaining classes will be derived. First, the Simple class will store a string containing the simple goal written by the user and a default method to mark the checkbox goal if it’s completed. Second, the Checklist class will store the users’ goal providing a few more prompts for the check-list storing the string written adding an extra element that will quantify the number of times that the goal has to be completed, once the number set by the users is completed, the checklist will be marked. Third, the Eternal class will be storing the goal that will be completed or that will be eternal. Fourth, the SaveAndLoad class will be responsible for saving the goals into a file and loading them into the list inside the super-class. The program will be designed to use polymorphism among the DisplayGoals method.

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| **Simple** |
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| CreateGoal( \_goals list<>, \_score int)  CreateGoal();  CreateSimpleGoal() void;  AddTaskCompleted() void;  DisplayGoals() override; |

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| **Eternal** |
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| CreateGoal( \_goals list<>, \_score int)  CreateGoal();  CreateEternalGoal();  DisplayGoals() override; |

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| **Checklist** |
| \_additionalPrompt string;  \_timescompleted int; |
| CreateGoal( \_goals list<>, \_score int)  CreateGoal();  CreateCheckGoal();  AddCheckCompleted();  DisplayGoals() override; |

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| **SaveAndLoad** |
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| CreateGoal( \_goals list<>, \_score int)  CreateGoal();  SaveFile();  LoadFromFile(); |

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| **CreateGoal** |
| \_goals List<>;  \_goalMeny string[];  \_score int ; |
| CreateGoal( \_goals list<>, \_score int)  CreateGoal();  Int getSetScore();  DisplayGoalMenu();  DisplayScore() ;  DisplayGoals() virtual;  EraseTask(); |