

CA 3: Experiential Learning

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Problem Statement:

To create a C++ program for an Animal Information System that allows users to choose a particular animal from a given list and learn the basics of it like their diet and the region they are usually found in.

Explanation:

This is a menu-driven code that allows the user to select any animal and get its details, this program contains the following details:

1. Name
2. Place in the Animal Kingdom
3. Type of Blood
4. Diet
5. Places usually found in

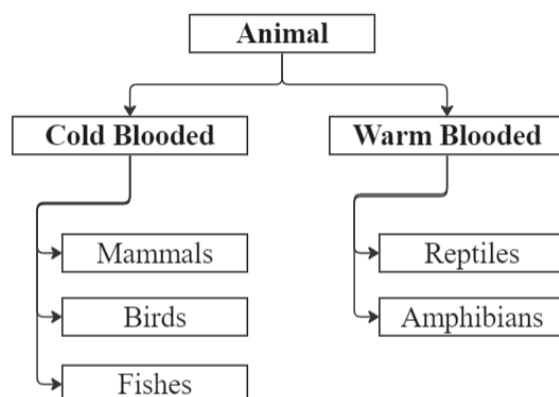
This code was written with the help of multilevel inheritance and polymorphism

Polymorphism is used in 2 ways:

1. Function overriding in a virtual function "virtual void sound_made()".
2. Dynamic Binding is used while creating an array of pointers in base class animal to store the data of each animal.

Inheritance is used as shown in the diagram below.

Class Diagram:



Code snippets:

```
class Animal {
public:
    string name, blood, kingdom, food, sounds, reg;

    Animal(string name, string blood, string kingdom, string food, string sounds, string reg)
        : name(name), blood(blood), kingdom(kingdom), food(food), sounds(sounds), reg(reg) {}

    virtual void sound_made() {
        cout.setf(ios::left, ios::adjustfield); cout.width(20);
        cout<<"Sound: "<<sounds<<endl;
    }
};
```

```
Animal* animals[max_animals];

class WarmBlood : public Animal {
public:
    WarmBlood(string name, string kingdom, string food, string reg, string sounds)
        : Animal(name, "Warm Blooded", kingdom, food, reg, sounds){
    }
};

class ColdBlood : public Animal {
public:
    ColdBlood(string name, string kingdom, string food, string reg, string sounds)
        : Animal(name, "Cold Blooded", kingdom, food, reg, sounds){
    }
};
```

```
int main(){
    data_mammal();
    data_bird();
    data_fish();
    data_reptile();
    data_amphibians();

    int choice;
    do{
        for(int i=0;i<max_animals;i++){
            cout<<i+1<<". ";
            cout.setf(ios::left, ios::adjustfield);
            cout.width(28);
            cout<<animals[i]->name;
            if((i+1)%4==0){
                cout<<endl;
            }
        }

        cout<<endl<<"\nEnter Choice (1-50 for Animals Mentioned 0 to Exit): ";
        cin>>choice;
        if(choice>=1 && choice<=max_animals){
            animals[choice-1]->put_data();
            cout<<endl;
        }
        else if(choice!=0){
            cout<<"Invalid Option, Choose again"<<endl;
        }
    }while(choice!=0);
}
```

Input/Output:

```
1. Giraffe      2. Elephant    3. Humpback Whale  4. Kangaroo
5. Killer Whale 6. Lion        7. Orangutan       8. Panda
9. Polar Bear   10. Red Fox    11. American Robin 12. Australian Kookaburra
13. Bald Eagle  14. Common Loon 15. Common Nightingale 16. European Swallow
17. Indian Peafowl 18. Ostrich    19. Peregrine Falcon 20. Toucan
21. Angelfish   22. Barracuda  23. Catfish         24. Clownfish
25. Mackerel    26. Piranha    27. Salmon          28. Swordfish
29. Tuna        30. Trout      31. American Alligator 32. Anole Lizard
33. Boa Constrictor 34. Chameleon 35. Galapagos Tortoise 36. Gila Monster
37. Green Iguana  38. King Cobra 39. Komodo Dragon    40. Nile Crocodile
41. African Clawed Frog 42. American Bullfrog 43. European Common 44. Fire-bellied Toad
45. Green Tree Frog 46. Japanese Giant Salamander 47. Moor Frog      48. Red-eyed Tree Frog
49. Spotted Salamander 50. Yellow-eyed Tree Frog

Enter Choice (1-50 for Animals Mentioned 0 to Exit): 42

Animal Name      American Bullfrog
Blood Temperature Cold Blooded
Kingdom          Amphibians
Diet             Insects, small mammals, and other amphibians
Sound:          Distinctive deep, resonant croaks
Commonly Found In North America, including the United States and Canada

1. Giraffe      2. Elephant    3. Humpback Whale  4. Kangaroo
5. Killer Whale 6. Lion        7. Orangutan       8. Panda
9. Polar Bear   10. Red Fox    11. American Robin 12. Australian Kookaburra
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Enter Choice (1-50 for Animals Mentioned 0 to Exit): 0
```

Github repository link:

<https://github.com/Atharva-Gondhali/Animal-Hierarchy>