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Feb 13 Assignment IPO

**Input**

Char choice; - stores user menu choice

ArrayList<Dogs> dogs; stores list of dog objects, which are entered by user during run time

Dog class;

Owner class;

**Process**

Create ArrayList dogs

Do{

displayMenu() – displays text menu

choice = getChoice(); - char returning function, gets user menu choice

Switch(choice)

A: Add a dog – adds dog to dogs.

B: Display all dogs – displays all info on dogs stored in dogs

C: Remove a dog by name – prompts user for name of a dog to remove. If the dog is in the list, it is removed.

D: Stats for all dogs – Displays average weight, gender breakdown, and number of dogs owned by a “Smith”.

Q: Quit - Quits

} while (choice != ‘Q’)

All methods besides getChoice() and displayMenu are stored in Dog class.

**Output**

See spec sheet