## Global Rain Logo

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# Summary Report Template

**Directions:** Place your pseudocode, flowchart, and explanation in the following sections. Before you submit your report, remove all bracketed [ ] text.

## Pseudocode

When you are done implementing the Pet class, refer back to the Pet BAG specification document and select either the pet check-in or check-out method. These methods are detailed in the Functionality section of the specification document.

Write pseudocode that lays out a plan for the method you chose, ensuring that you organize each step in a logical manner. Remember, you will not be creating the actual code for the method. You do **not** have to write pseudocode for both methods. Your pseudocode must not exceed one page.

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| PROGRAM checkIn:  function checkIn():  PRINT “What type of pet do you have?”  INPUT the customer’s pet type  WHILE the customer's pet type is not cat or dog  PRINT “Invalid pet type. Please specify cat or dog.”  INPUT the customer’s pet type  ENDWHILE    IF the customer's pet type is a dog THEN  IF available dog space is greater than 0 THEN  RETURN true  ELSE  RETURN false  ENDIF  ELSE  IF available cat space is greater than 0 THEN  RETURN true  ELSE  RETURN false  ENDIF  ENDIF    IF there is space available THEN  PRINT "Has this pet stayed with us before? (Y/N)"  INPUT Y or N  WHILE input is not Y or N  PRINT "Invalid response. Please enter Y or N."  INPUT Y or N  ENDHILE    IF customer is an existing client THEN  UPDATE existing pet information  ELSE  ADD new pet information  ENDIF  PRINT "How many days will the pet be staying with us?"  INPUT the number of days    IF the customer's pet type is a dog THEN  IF the duration of the stay is greater than 2 days THEN  SET grooming to TRUE  ELSE  SET grooming to FALSE  ENDIF  ENDIF  IF the customer's pet type is a dog  SET the dog's space number  DECREMENT available dog space  PRINT dog's space number  ELSE  SET the cat's space number  DECREMENT available cat space  PRINT cat's space number  ENDIF  ELSE  PRINT "No Vacancy."  ENDIF  END. |

## Flowchart

Based on the pseudocode you wrote, create a flowchart using a tool of your choice for the method you selected. In your flowchart, be sure to include start and end points and appropriate decision branching, and align the flowchart to the check-in/check-out process. Your flowchart must be confined to one page.

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| [Insert flowchart image here.]  [Refer to the Project One Supporting Materials for tool options to create your flowchart and how to copy images into this template.] |

## OOP Principles Explanation

Briefly explain how you applied object-oriented programming principles in the software development process. Your explanation should be one paragraph, or four to six sentences.

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| Inheritance  Abstraction // Not really used here  Encapsulation  Polymorphism // Specifically overloading constructors |