```cpp
 1  #include <iostream>
 2
 3  using std::cout;
 4  using std::cin;
 5  using std::endl;
 6  using std::string;
 7
 8  struct TAMA // this keeps all the relevant information about the pet in one
       place and easier to access this in diffrent functions when needed
 9  {
10      // these will give a warning of not initialized but in this case it doesn't
           particularly matter
11      string Name;
12      int Levels[4];// 0 = Hunger, 1 = Hydration, 2 = Happiness, 3 = Tiredness
13      int HAP;
14      bool isDead, PassedOut, isAsleep; // this should probably be an array but
          this is to make it easier to
15      double duration, Start;
16  };
17
```