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<div align="center">1-6 Pet Check in Pseudocode</div>

1. //Start
2. //Prompt the user for the type of pet:
3. Input: petType
4. IF petType is "dog":
5. IF the number of occupied dog spaces is less than 30:
   a. Proceed to step 17
6. ELSE:
   a. Display a message: "Sorry, no available space for dogs."
7. //End
8.
9. ELSE IF petType is "cat":
10. IF the number of occupied cat spaces is less than 12:
    a. Proceed to step 17
11. ELSE:
    a. Display a message: "Sorry, no available space for cats."
12. //End
13.
14. ELSE:
    a. Display a message: "Invalid pet type. Please select 'dog' or cat'."
15. //END
16.
17. //Prompt user for pet information:
18. Input: ownerName
19. Input: ownerContact
20. Input: petName
21. Input: petAge
22. Input: daysStay
23.
24. IF petType is "dog" and daysStay is two or more days:
    a. Display prompt: "Would you like to include grooming? (yes or no): "
    b. Input: groomingResponse
25.
26. //Prompt the user for returning pet status:
27. Input: returningPet

28. IF retuningPet is "yes":
   a. Display prompt: "Enter the pet's name: "
29. Input: returningPetName
30. IF petType is "dog" and daysStay is two or more days:
   a. Set groomingResponse based on previous input.
   b. Display message: "Welcome back, [returningPetName]! Information updated."
31. ELSE:
   a. Display message: "Welcome back, [petName]!"
32. ELSE:
   a. Skip updating information for returning pets.
   b. Increase/decrease the number of occupied spaces based on petType.
   c. Confirmation of boarding display message: "[petName] has been succesfully assigned to boarding!"
33. IF groomingResponse is true:
   a. Display message: "[petName] has been scheduled for grooming!"
34. ELSE:
   a. Display message: "[petName] will not be scheduled for grooming."
35. IF boarding is full:
   a. Display message: "Sorry, boarding is full, cannot check in at this time."
36. //END

Flowchart for Pet Check in