Declare a list of dogs called dogList

Declare a list of monkeys called monkeyList

Declare a variable menuInput and initialize it to "Un-Assigned"

Define a function main():

Initialize dogList with some pre-defined Dog objects

Initialize monkeyList with some pre-defined Monkey objects

Display the menu options to the user and accept input until the user chooses to quit:

DisplayMenu()

Accept user input for menu selection

Based on the user's input:

Call the corresponding function to perform the desired action

Repeat until the user chooses to quit

Define a function DisplayMenu():

Display the menu options to the user

Define a function IntakeNewDog():

Prompt the user to input information for a new dog

Check if the dog already exists in the dogList

If the dog does not exist:

Create a new Dog object with the provided information

Add the new Dog object to the dogList

Define a function IntakeNewMonkey():

Prompt the user to input information for a new monkey

Check if the monkey already exists in the monkeyList

If the monkey does not exist:

Create a new Monkey object with the provided information

Add the new Monkey object to the monkeyList

Define a function ReserveAnimal():

Prompt the user to input the animal type and in-service country

If the animal type is dog:

Iterate over each dog in dogList:

If the dog's in-service country matches the input:

Mark the dog as reserved

If the animal type is monkey:

Iterate over each monkey in monkeyList:

If the monkey's in-service country matches the input:

Mark the monkey as reserved

Define a function PrintAnimals(listType):

If listType is "dog":

Iterate over each dog in dogList and print its information

If listType is "monkey":

Iterate over each monkey in monkeyList and print its information

If listType is "available":

Iterate over each dog in dogList:

If the dog is fully trained and not reserved, print its information

Iterate over each monkey in monkeyList:

If the monkey is fully trained and not reserved, print its information

Call the main() function to start the program