VARIABLE

INT SIZE = 10

Open new shelter
file

Create new shelter
file

Ask user to create a
new shelter name

No

Increment days in
shelter for existing
pets

Place pets in shelter
into an array

Indicate to user
shelter exists

Yes

Program Run

Run Greet Function, Greet User

Ask user if they want to try program

—Yes→ Start mainmenu function

No

display options for user to pick
1. Pick Shelter
2. Add Pet
3. View Shelter
4. Longest Pet in Shelter
5. Done

—1→ Shelter function → Prompt user for Shelter → Does shelter exist?

—2→ Add Pet function

—3→ View Shelter function

—4→ 4. Longest Pet in Shelter Function

Did user pick shelter?

Yes → Grab use which op cho

No → Tell user she

5.

Goodbye Function Quit & Save Files

Yes → **Ask user shelter name** → **Does shelter exist?** → No → **Tell user shelter does not exist**

er input,
tion they
ose → Add pet function → **Add pet function** → **Does shelter have less than SIZE pets?** → No → **Ask user to pick another shelter**

Does shelter have less than SIZE pets? → Yes → **Ask user for pet name** → **Ask user for pet type & age** → **Create ID for pet by incrementation of count in array.** → **Add Pet to Shelter Array**

r to pick
lter

View Shelter → **View Shelter function** → **For loop, i < count print pet name, age, type, id, days in shelter**

Longest Pet in Shelter → **Longest Pet in Shelter Function** → **For loop, if the current age is less than count in the pet age in array of pets then set it equal to the count in pet age** → **Reach end of array?** → Yes → **Print pet name, age, type, id, days in shelter**

Reach end of array? → No (loops back to For loop)