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CS 162

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Functions:

1. Platypus(); // default constructor – located in header (.h) file

Precondition: an instance of a Platypus is declared

Postcondition: alive is initialized to false

1. Platypus(char, float, short, string); // overloaded constructor – located in header (.h) file

Precondition: an instance of a Platypus is declared

Postcondition: gender, weight, age, and name initialized to parameter values

1. ~Platypus(){} // destructor – located in header (.h) file

Precondition: block ends

Postcondition: Platypus instance removed from memory

1. print(); // additional member function – located in header (.h) file

Precondition: Platypus instance exist

Postcondition: returns values of private member variable(s)

1. float getWeight() { return weight; } // accessor function – located in header (.h) file

Precondition: Platypus instance exist

Postcondition: return value

1. short getAge() { return age; } // accessor function – located in header (.h) file

Precondition: Platypus instance exist

Postcondition: return value

1. string getName() { return name; } // accessor function – located in header (.h) file

Precondition: Platypus instance exist

Postcondition: return value

1. char getGender() { return gender; } // accessor function – located in header (.h) file

Precondition: Platypus instance exist

Postcondition: return value

1. bool getAlive() { return alive; } // accessor function – located in header (.h) file

Precondition: Platypus instance exist

Postcondition: return value

1. bool getMutant() { return mutant; } // accessor function – located in header (.h) file

Precondition: Platypus instance exist

Postcondition: return value

1. void setWeight( float w ) { weight = w; } // mutator function – located in header (.h) file

Precondition: Platypus instance exist

Postcondition: weight is set to parameter value

1. void setAge( short ag ) { age = ag; } // mutator function – located in header (.h) file

Precondition: Platypus instance exist

Postcondition: age is set to parameter value

1. void setName(string nam) {name = nam;}// mutator function – located in header (.h) file

Precondition: Platypus instance exist

Postcondition: name is set to parameter value

1. void setGender(char gen) {gender = gen;}// mutator function – located in header (.h) file

Precondition: Platypus instance exist

Postcondition: gender is set to parameter value

1. void ageMe() {} // we can update these once we write them later on
2. Platypus fight( Platypus right) {}
3. void eat() {}
4. Platypus hatch() {}