



G L O B A L R A I N

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IT 145 Global Rain Summary Report Template

Pseudocode:

FUNCTION petCheckIn()

PROMPT "Is your pet a Dog or a Cat?"

GET petType

IF petType is "Dog" THEN

IF availableDogSpaces > 0 THEN

DECREMENT availableDogSpaces by 1

ELSE

DISPLAY "No more space available for dogs."

RETURN

ENDIF

ELSE IF petType is "Cat" THEN

IF availableCatSpaces > 0 THEN

DECREMENT availableCatSpaces by 1

ELSE

DISPLAY "No more space available for cats."

RETURN

ENDIF

ENDIF

PROMPT "Is this a returning pet? (Yes or No)"

GET returningPet

IF returningPet is "No" THEN

PROMPT "Enter pet name:"

GET petName

PROMPT "Enter pet age:"

GET petAge

IF petType is "Dog" THEN

PROMPT "Enter pet weight (in lbs):"

GET petWeight

ENDIF

ELSE

PROMPT "Please confirm pet name:"

GET petName

PROMPT "Please confirm pet age:"

GET petAge

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IF petType is "Dog" THEN
  PROMPT "Please confirm pet weight (in lbs):"
  GET petWeight
ENDIF
ENDIF

PROMPT "Enter number of days the pet will stay:"
GET lengthOfStay

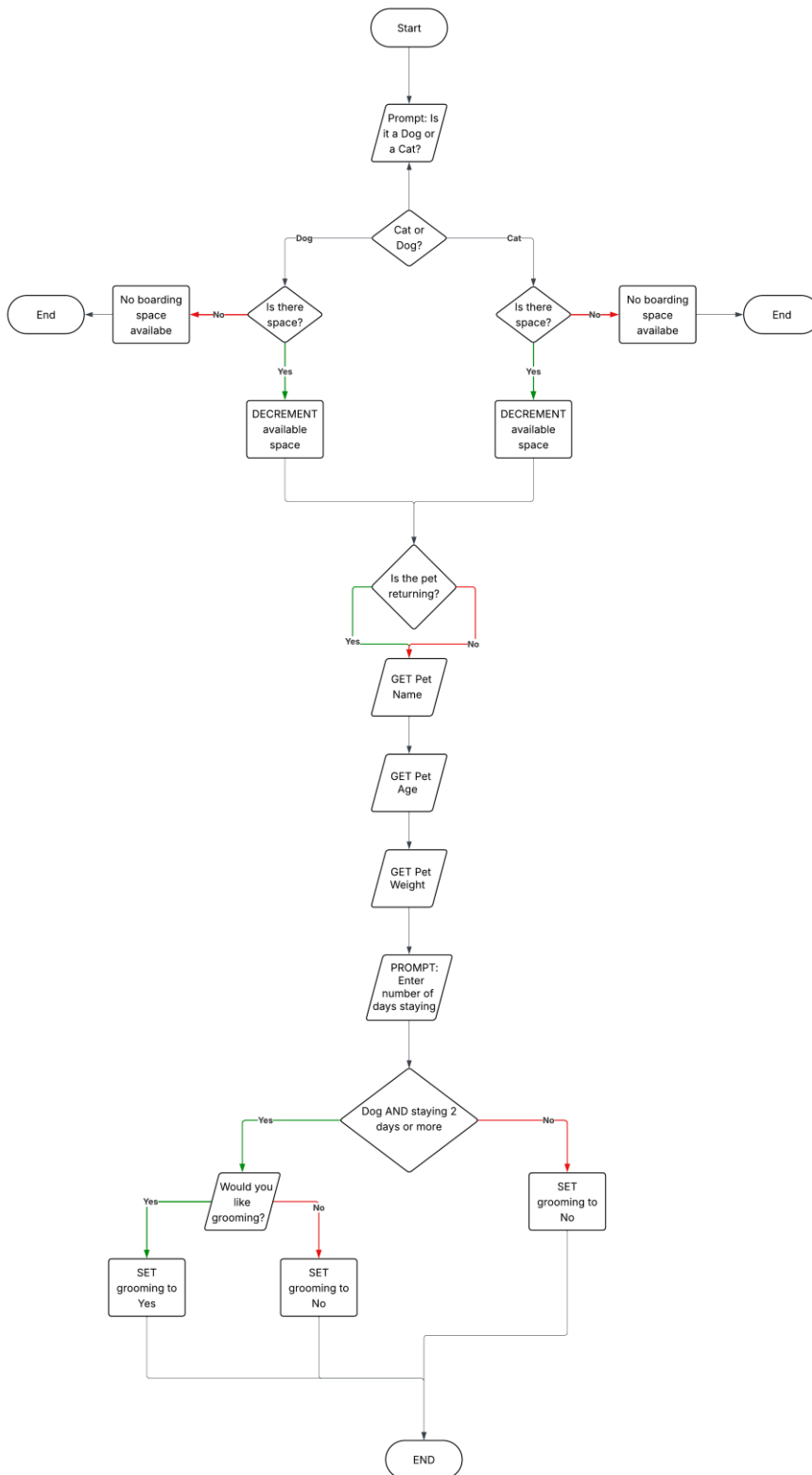
IF petType is "Dog" AND lengthOfStay >= 2 THEN
  PROMPT "Would you like to add grooming services? (Yes or No)"
  GET wantsGrooming
ELSE
  SET wantsGrooming = "No"
ENDIF

IF petType is "Dog" THEN
  IF petWeight >= 30 THEN
    SET dailyBoardingFee = 34.00
    SET groomingFee = 29.95
  ELSE IF petWeight >= 20 THEN
    SET dailyBoardingFee = 29.00
    SET groomingFee = 24.95
  ELSE
    SET dailyBoardingFee = 24.00
    SET groomingFee = 19.95
  ENDIF
ENDIF

ELSE IF petType is "Cat" THEN
  SET dailyBoardingFee = 18.00
ENDIF

END FUNCTION
```

Flowchart:



OOP Principles Explanation:

I used object-oriented programming principles to keep my code for my pet class clean, readable, and modular. By using encapsulation, I made certain attributes private to protect and control how they are accessed and controlled. Some other qualities were public so that I could give controlled access. By using that, I'm able to protect my data, and this makes it easier to manage my code and to modify it. I included constructors to set default or specific values for the Pet objects, depending on how they were created. This helps to organize pet-related data in a reusable and consistent manner.