REQUIREMENTS(Don’t worry about this)

1. A Pet class needs to be created and implemented
2. A Pet Catalog class needs to be created and implemented
3. A Dog class derived from Pet needs to be created and implemented
4. A Cat class derived from Pet needs to be created and implemented
5. A Customer Class needs to be created and implemented
6. A Employee Class derived from Customer needs to be created and implemented
7. There needs to be a Database class that can be derived from to better implement the database such as PETCATALOG, PETINVENTORY, CUSTOMERDATABASE, EMPLOYEEDATABASE, PETCATALOG
8. There needs to be an CustomerDatabase class to store Customers
9. There needs to be an EmployeeDatabase class to store Employees
10. An Employee or manager should be able to checkout a customer
11. A manager/admin needs to be identified in some form
12. A Login screen needs to be created
13. A login screen needs to know when there are no employees to prompt a creation
14. The System needs to be able to create an employee
15. A display menu needs to be implemented
16. A display menu needs to be able to display the inventory and catalog
17. The system needs to be able to read in a csv file of the current inventory and catalog
18. The system needs to be able to write to a csv file the current inventory and catalog before closing
19. A manager/admin needs to be able to edit the catalog and inventory databases as needed.
20. The system needs to be able to update the inventory when a pet is added or checked out
21. A display menu needs to be able to check out a customer
22. A customer needs to be able to be registered
23. A customer needs to be able to log in into the system and the system needs to be able to remember/store previous customers
24. Each pet needs to have a unique id

USE CASES: (Make slides on these)

1. First Boot-up of System(No Employees are known) Manager Creation
2. Manager Creates an Employee
3. Manager edits a Pet in the inventory
4. Manager edits a Pet in the catalog
5. Manager edits an Employee in the Database
6. Manager edits a Customer in the Database
7. Employee Signs in and checks out a Customer (not registered)
8. Employee Signs in and checks out a Customer (registered)
9. Manager Signs in and checks out A customer (not registered)
10. Manager Signs in and checks out A Customer (registered)
11. A pet is added to the catalog by the manager
12. A customer changes their mind and decides to not purchase a pet mid-transaction
13. An employee desires to display the inventory to a customer
14. A manager desires to display the inventory to a customer
15. An employee desires to adopt a pet of their own
16. A manager desire to adopt a pet of their own
17. An employee/manager signs in but gives incorrect information
18. A Customer tries to sign in but gives incorrect information
19. The system application is closed
20. A pet is checked into the clinic by a manager/admin