

Object Oriented Programming

Prof. Fred Stiebler

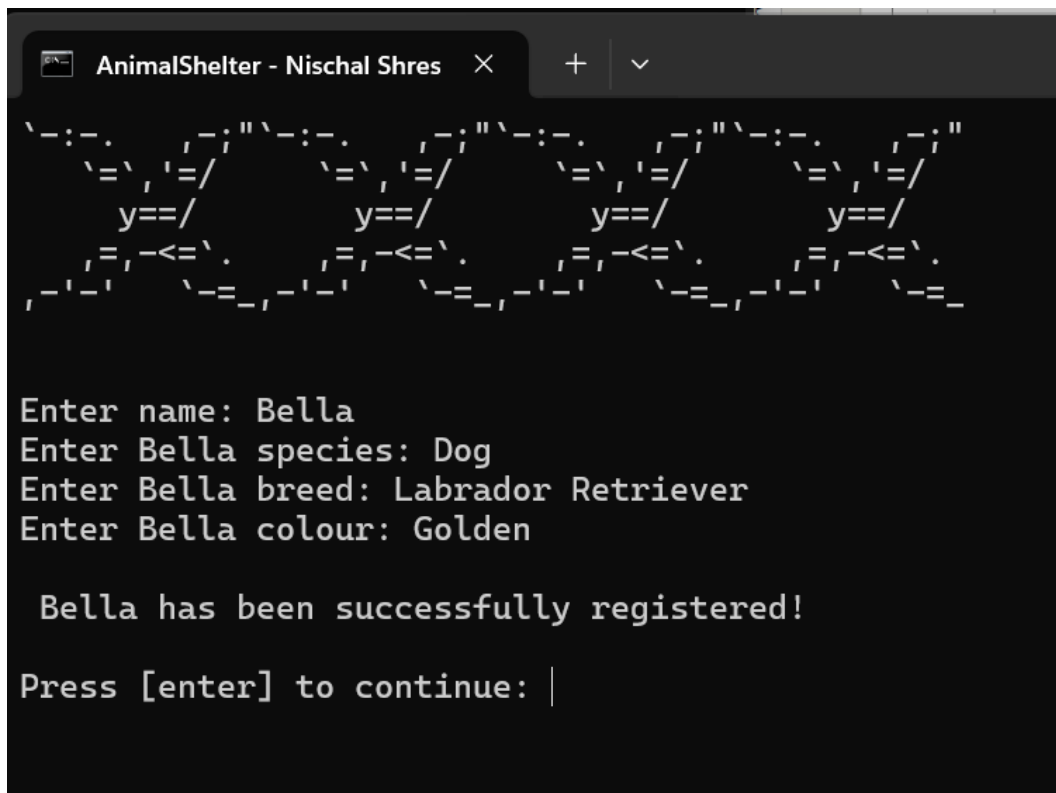
ICE-7

Nischal Shrestha Kasula

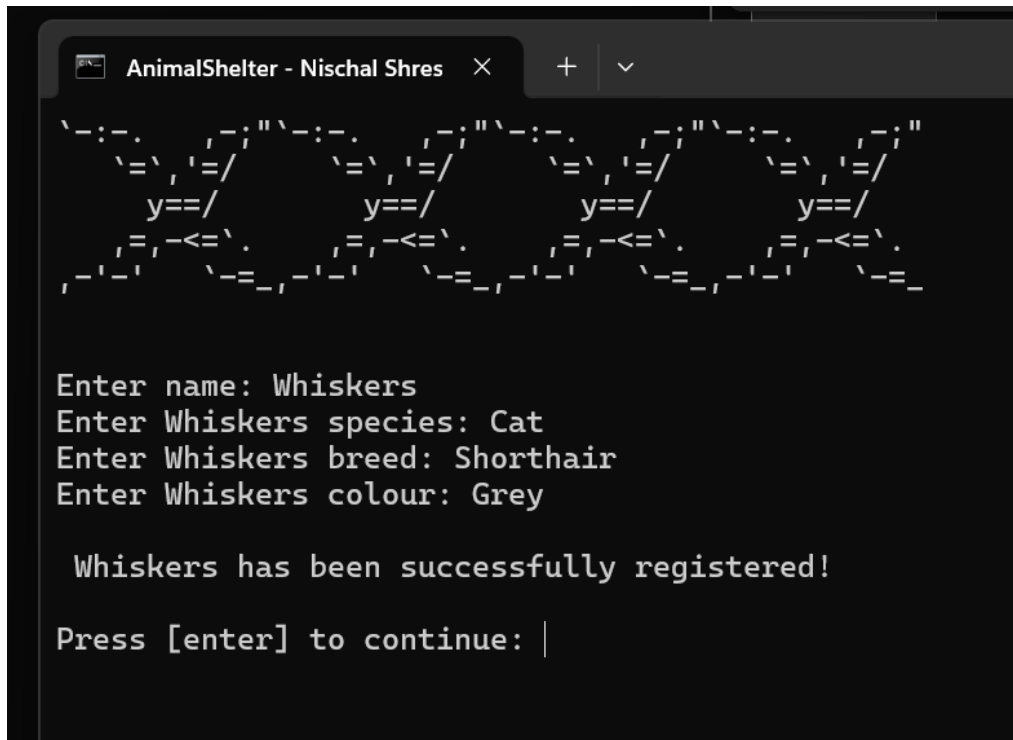
SS1: Initial screen, which is what you see as soon as the app is open



SS2: Show that the 1st animal was registered



SS3: Show that the 2nd animal was registered



```
\-:-.  '-:-.  '-:-.  '-:-.  '-:-.
  \=','/=/    \=','/=/    \=','/=/    \=','/=/
    y==/      y==/      y==/      y==/
  ,',-<='     ,',-<='     ,',-<='     ,',-<='
, _'-'_  \ _=-_  _'-'_  \ _=-_  _'-'_  \ _=-_

Enter name: Whiskers
Enter Whiskers species: Cat
Enter Whiskers breed: Shorthair
Enter Whiskers colour: Grey

  Whiskers has been successfully registered!

Press [enter] to continue: |
```

SS4: Show that the 3rd animal was registered



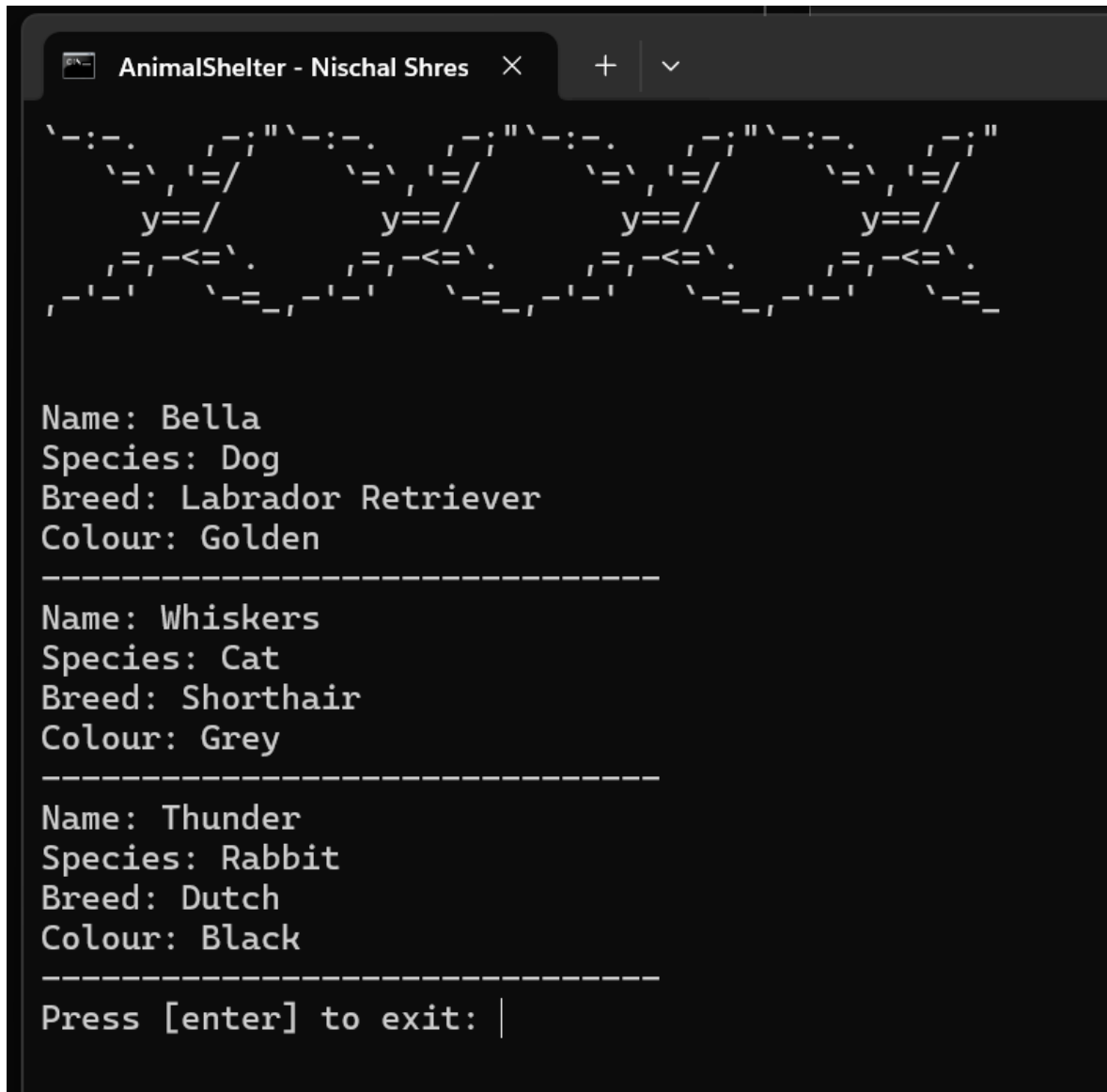
```
\-:-.  '-:-.  '-:-.  '-:-.  '-:-.
  \=','/=/    \=','/=/    \=','/=/    \=','/=/
    y==/      y==/      y==/      y==/
  ,',-<='     ,',-<='     ,',-<='     ,',-<='
, _'-'_  \ _=-_  _'-'_  \ _=-_  _'-'_  \ _=-_

Enter name: Thunder
Enter Thunder species: Rabbit
Enter Thunder breed: Dutch
Enter Thunder colour: Black

  Thunder has been successfully registered!

Press [enter] to continue: |
```

SS5: Output



```
AnimalShelter - Nischal Shres  X  +  v

\:-.-.  \:-.-.  \:-.-.  \:-.-.  \:-.-.
 \=','='/'  \=','='/'  \=','='/'  \=','='/'
  y==/      y==/      y==/      y==/
  ,'=-<='  ,'=-<='  ,'=-<='  ,'=-<='
 ,-'-'  \-=-,  \-=-,  \-=-,  \-=-,

Name: Bella
Species: Dog
Breed: Labrador Retriever
Colour: Golden
-----
Name: Whiskers
Species: Cat
Breed: Shorthair
Colour: Grey
-----
Name: Thunder
Species: Rabbit
Breed: Dutch
Colour: Black
-----
Press [enter] to exit: |
```

Answers must be concise, up to 1 line max!

QUESTION 1 – What classes did we create in this ICE? (Just list their names)

- Animal, AnimalShelter

QUESTION 2 – What objects did we create in this ICE? (Just list their names)

- animal1, animal2, animal3

QUESTION 3 – What constructors did we create in this ICE? (Just list their names)

- Animal(String name, String species, String breed, String colour)

QUESTION 4 – What are these constructors (from question4) returning when they're called?

- they return a new Animal object with the provided details.