

Pet Simulator - Pseudocode

1. Define Pet class with attributes:

- name (string)
- species (string, default = "Dog")
- hunger (int, range 0-10)
- energy (int, range 0-10)
- happiness (int, range 0-10)
- tricks (list of strings)

2. Methods in Pet class:

- eat():
 - if hunger \geq 3, reduce hunger by 3
 - else set hunger to 0
 - increase happiness by 1 (max 10)
 - print eating message with random food emoji
- sleep():
 - increase energy by 5 (max 10)
 - print sleeping message
- play():
 - if energy \geq 2:
 - decrease energy by 2
 - increase happiness by 2 (max 10)
 - increase hunger by 1 (max 10)

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        print play message with random toy emoji
    else:
        print too tired message

- bath():
    increase happiness by 1 (max 10)
    print bath message

- train(trick):
    if trick not in tricks:
        add to tricks
        print success message
    else:
        print already knows trick

- show_tricks():
    if tricks list is empty, print no tricks
    else, list all tricks

- get_status():
    print hunger, energy, happiness, and tricks

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3. In main program:

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- Ask user for pet name and species
- Create Pet object
- Loop:
    Show menu with options:

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1. Feed
2. Play
3. Teach Trick
4. Check Status
5. Sleep
6. Bath
7. Show Tricks
8. Exit

Get user input and call respective method

Validate input (numeric and within range)

- On exit, print goodbye message