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# IT 145 Global Rain Summary Report Template

**Pet Check out**

(Output – What Pet is being picked up?)

Get name of Pet and boarding space

If Dog, gather days stayed and weight of dog

If Dog weights fewer than 20 LBS ($18 \* days of stay)

Else if dog weights 20-30 lbs ($24 \* days of stay)

Else if dog weights greater than 30 lbs ($34 \* days of stay)

else proceed

If Dog stayed over 2 days check for grooming and add fee

(Output – Was dog groomed?)

If dog weights fewer than 20 LBS fee = $19.95

Else if dog weights 20-30 lbs fee = $24.95

Else if dog weights greater than 30 lbs fee = $29.95

else proceed

If Cat gather days stayed

($18 \* days of stay)

Else proceed

(Output – Amount due)

Mark boarding space as vacant

## Flowchart

Diagram

Description automatically generated

## OOP Principles Explanation

Briefly explain how you applied object-oriented programming principles and concepts (such as encapsulation, inheritance, and so on) in your software development work thus far. Your explanation should be one paragraph, or four to six sentences.

I’ve used OOP concepts in my software development by trying to remain aware of different ways my code could be used in other scenarios that could possible save me time by not having to rewrite code in the future. If I’m writing a method that can determine the average weight of something, I’ll make a note of it so I wont rewrite code in the future that performs the same action.