TITLE:Lexus Carton, CSCI 261 section, Animal Match
PROBLEM DESCRIPTION:

I will be creating a program that pairs a user with a perfect pet on the user's characteristics and willingness to pay. If the User is active then they are paired with a dog, and if they are not then it moves onto a cat. Then it will ask how much they are willing to spend; older animals will need more supplies, and younger animals will not. The calculation of supplies is based on age, weight, and type of animal. Both dog and cat price will be constant throughout. A calculation is done based on supplies, randomized weight, type of animal. Then it prints out a picture of the animal along with the user's new pet's name, randomized, fur-length, weight and eye color. Additionally, it will print out the pet's age, and total cost of supplies;

Project changes: the code does not print out a picture of the animal using I/O stream. Instead it prints out information about pet adopted. The code does not take in the user's name using a string, but the name of the pet. There is not a different species, only a dog. The code generates random information(Age, weight,eye color, list of supplies) about the animal based on the user. The code does not print out images of the animals based on the user's input. Instead it prints out one picture of an ACSII dog. The dog is named before hand to allow customization

PROGRAM DOCUMENTATION:

The user enters the name of their animal. Then they are asked if they are sedentary or active. This requires them to type A or S. Then they are asked how much they are willing to spend in the range of 25-100. The user inputs one or two based on willingness to pay. Then, all the documentation about the new pet is placed into a file. Then, random information such as Age, fur length, list of needed supplies, eye color are displayed. On the bottom a small picture (in ASCII form) of the dog is displayed through the use of a vector.
(user should put .. in their working directory)

TEST:

1. Press any button to start. User can press any letter to continue.
2. User presses A for active, and 1 for younger,
3. The total cost is generated based on weight and age, if the User presses 1 and A, the weight will be somewhere between 49-5 lbs. The age will be between 5 and 1 years old.
4. The total cost is generated based on weight and age, if the User presses 2 and S, the age will be in the range of 6 to 14 years old and the weight will be between 30 and 27 lbs.
5. If the user presses a different option,(for example 3) when picking a dog, a random age will be generated in the range of 14-5.

REFLECTIONS:

I really wanted to include pictures of all the animals. I tried creating a function that would read my different PMMS as a string and then output them. However, each way I tried it would error. I could not find this error. Even though this is what I ended up with, I would like to modify my code so it could be more interactive. I used most of my old sets to help me figure out the problems I kept running into such as trying to open a file, creating a class, and implementing an array or a vector. I believed adding an ASCII art dog with a vector would be somewhat of a step up of set 1 since I wanted to keep in the theme of my project.