

Pet Class and Demo

Chapter 3

*******READ THESE INSTRUCTIONS*******

Create a class named **Pet**, which has the following attributes:

name. The name attribute holds the name of a pet.

animal. The animal attribute holds the type of animal that the pet is. Examples include “Dog”, “Cat” and “Bird”.

age. The age attribute holds the pet’s age.

The Pet class should have the following methods:

setName, which stores a value in the name attribute.

setAnimal, which stores a value in the animal attribute.

setAge, which stores a value in the age attribute.

getName, which returns the value of the name attribute.

getAnimal, which returns the value of the animal attribute.

getAge, which returns the value of the age attribute.

Write a PetDemo program that prompts the user for his or her pet’s name, animal type and age. Your program should pass the attributes to the Pet class and include an output statement that calls the Pet class’s get methods.