

Instructions:

1.write the codes in the logbooks

2.Draw the flowchart diagram

This project aims to help you understand how to define and use classes, create objects, and apply the basic OOP concepts of encapsulation and method definition in Python.

Objectives:

- Define and use a Python class to represent real-world entities.
- Create and manipulate objects using class methods.
- Use constructors (`__init__`) to initialize object attributes.
- Implement and call methods to perform operations on object data.
- Practice basic data encapsulation using class methods.

Project Description:

You are to design and implement a simple Pet Management System using the principles of Object-Oriented Programming (OOP) in Python. The system should manage the basic information of pets, including their name, type, and age. It should also allow updating and displaying pet details.

TASK

- Create a class named `Pet` with the following attributes: `name` (e.g., "Buddy"), `pet_type` (e.g., "Dog"), and `age` (e.g., 3).
- Include the following methods:

`__init__(self, name, pet_type, age)`: Constructor to initialize pet data.

`display_info(self)`: Displays all information about the pet.

`update_age(self, new_age)`: Updates the age of the pet.

- Instantiate at least two pet objects, display their details, and update one of the pet's age.

- Print the updated details to confirm the change.