Group: Pet Finder Isaiah Doan, Nick Lopez, Sean Hodgson, Pedro Roman-Gomez User userName: string -age: int -contact: string -location: string +register() +login() +updateProfile() 0 Location Pet Profiles -latitude: string -species: string -longitude: string -name: string 0 * zipcode: string -breed: string -city: string Match Details Matches -size: string 1..* -match: petProfile +setLocation() -location: Location -age: int +addLocation() matches: boolean -pet: string +editProfile() name: string +addProfile() age: string location: Location -petName: string +viewMatch() has a +declineMatch() -acceptMatch() getInfo()

The class diagram for the pet finder app consists of several key components and relationships. The **User** class, which contains attributes like userName, age, contact, and location, allows users to register, log in, and update their profiles. Each user can create multiple **Pet Profiles**, with attributes such as species, name, breed, size, and age. Users can add or edit their pet profiles.

The **Matches** class connects pet profiles and allows users to view, accept, or decline potential matches, linking to both the **Pet Profile** and **Location** classes. The **Location** class stores geographic details such as latitude, longitude, zipcode, and city, and is used to define where potential matches are located. Finally, the **Match Details** class provides specific information about a match, including the location, match status, and details about the user and their pet. Each user has multiple pet profiles and can have multiple matches.