# Input

* + Number of puppies - textbox
  + Number of Days - textbox
  + Price per Kilo of SPF – textbox
  + Details of each puppy - Inputbox

# Output

* + Details of puppy - grid
    - Name
    - Weight each day
    - Total food feed
  + Total Food for all puppies – textbox
  + Total money spent – textbox

|  |  |
| --- | --- |
| **Events** | **Action** |
| btnSetup | Read number of days and puppies. The price per kilo of food.  Resize the array  Resize the grid  Create the objects of each puppy |
| btnReadinAndDisplay | Read details of each puppy and display name and weight to each puppy to the grid |
| btnDeterminetotalFoodperPuppy | Determine the total food per puppy each day and total overall. This information will then be displayed |
| btnTotalFoodandCost | Determine the total kilo need and the cost to be display in textboxes. |

# Variables

* numDays – Integer
* numPuppies – Integer
* PriceperKilo – double
* Puppies() – puppy
* d - Integer
* p - Integer

# Interface

Graphical user interface

Description automatically generated with low confidence

# Algorithm

## btnLearn

Read in topic choice

Display Learning Material

## btnQuiz

Generate random questions with answer

for each question

display problem

read in input

if answer is correct

display correct

else

display correct answer

end if

end for

# UML Class Diagram

|  |
| --- |
| Puppy |
| * + - \_Name: String     - \_Breed : String     - \_Gender : String     - \_Age : Double     - \_Weight[1…\*]:Integer |
| <<Constructor>>  + Puppy(numdays:Integer)  <<Property>>  +Name():String  +Breed():String  +Gender():String  +Age():Double  +Weight(index:Integer) : Integer  <<Methods>>  +FoodConsumed(): Double |

# Test Data

