# 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** |
| btnLearn | Asks the user what topic they want to learn  Display Learning materials |
| btnQuiz | Generate Questions and answers  Display questions  Read user inputted answers  Display whether answer is correct  Show score out of 10 |

# 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

|  |
| --- |
| Marks |
| * + - \_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

