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# IT 145 Global Rain Summary Report Template

## Directions

Place your pseudocode, flowchart, and explanation in the following sections. Before you submit your report, remove all bracketed text.

## Pseudocode

When you are done implementing the Pet class, refer back to the Pet BAG Specification Document and select either the pet check in or check out method. These methods are detailed in the Functionality section of the specification document.

Write pseudocode that lays out a plan for the method you chose, ensuring that you organize each step in a logical manner. Remember, you will *not* be creating the actual code for the method. You do *not* have to write pseudocode for both methods. Your pseudocode must not exceed one page.

START Pet Check-In application

INPUT the pet type from the user dog or cat

IF boarding space available

UPDATE boarding space available

INPUT if the pet is new or returning from the user

IF the pet is new

INPUT the pet information from the user

ELSE

UPDATE the pet information

INPUT the length of stay from the customer

IF the pet is dog and staying two or more days

PRINT the message if the owner would like their dogs to be groomed

INPUT the decision from the customer

IF they like their dog to be groomed

ADD the grooming information

ELSE

PRINT message that the customer do not want their dog to be groomed

ELSE

PRINT message grooming is only available for dogs staying two or more days

ASSIGN the pet to a space

ELSE

PRINT message boarding space not available

END Pet Check-In application

## Flowchart

Based on the pseudocode you wrote, create a flowchart using a tool of your choice for the method you selected. In your flowchart, be sure to include start and end points and appropriate decision branching, and align the flowchart to the check in or check out process. Your flowchart must be confined to one page

A diagram of a company

Description automatically generated

## OOP Principles Explanation

Briefly explain how you applied object-oriented programming principles and concepts (such as encapsulation, inheritance, and so on) in your software development work thus far. Your explanation should be one paragraph, or four to six sentences.

I applied encapsulation, one of the principles of object-oriented programming, to keep the object’s state private inside a class so that other objects cannot have direct access. I designed the parent class in this module so that the child classes can inherit all the fields and methods from this parent class and add their own if needed. I have also used polymorphism so that other classes can access and mutate the methods according to their need.