

2.10 Baby Project

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Babies are notorious for 3 things; pooping, peeing, and vomiting. Additionally, a baby would have features.

A baby has a name, a race, an age, hair color, eye color, blood type, and other information. A baby would usually just lay around crying and pooping and peeing. I'm not really sure because I don't have a baby. A baby would need to be fed and cleaned. Realistically, a baby can die too. There's a lot of things a baby can do -- too many to add them all. So I will only add the basics which would be the normal info of a baby and the basic action of pee, poo, vomit, dying, clean, feed.

Mutator:

Constructors
(setting baby info)

State change
(is pee/is poop)

Accessor:

Getting status
getPoo Cant/get Pee cant

Var:

name
age
race
hair
eye
blood
etc
poo cant
pee cant
diapers

} description

Methods

getName
get age
get ace
get hair

} access

get pee cant
get poo cant

isPooping
isPeeing
isHungry

} mutators

Constructor
clean
eat