**Virtual Pet Simulator**

Virtual Pet Simulator is a Java-based application where users can adopt and take care of a virtual pet. The application allows users to interact with their pet by feeding, playing, grooming, and putting it to sleep. The pet's well-being is determined by the user's actions, and the application provides real-time updates on the pet's status.

**Features :**

**Pet Adoption:** Choose and adopt a virtual pet from different species.

**Pet Care Actions:** Feed, play, groom, and sleep to take care of your pet.

Real-Time Status Updates: View your pet's health, happiness, hunger, and energy levels.

**User Interaction:** Interactive GUI for performing care actions.

Save and Load Functionality: Save your pet's status and load it later to continue playing.

Technologies Used

**Java**: Core programming language used to develop the application.

**Java Swing:** GUI library for creating the graphical user interface.

Object-Oriented Programming (OOP): Utilized for designing and implementing the virtual pet and its behaviors.

**Usage:**

**Adopt a Pet:** Start by adopting a virtual pet from the available options.

Interact with Your Pet: Use the buttons in the GUI to feed, play, groom, and sleep your pet.

View Pet's Status: Monitor your pet's health, happiness, hunger, and energy levels in real-time.

**Save and Load:** Use the save and load functionality to store and retrieve your pet's status for future sessions.

**Contributing:**

If you would like to contribute to this project, please fork the repository, make your changes, and submit a pull request. Any contributions, bug reports, or feedback are highly appreciated!