You will practice using List

# Creating a Pet class

### Due: Demonstration due at the end of the class

Create the following class

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| --- |
| **Pet**  Class |
| **Properties**  + Name : **string**  + Owner : **string**  + Age : **int**  + Description : **string**  + IsHouseTrained : **bool** |
| **Methods**  + «constructor» Pet(name : **string**, age : **int**, description : **string**)  + ToString() : **string**  + Train() : **void**  + SetOwner(newOwner : **string**) : **void** |

## Description of members:

##### Fields:

There are no fields.

##### Properties:

1. The properties are self-explanatory. The getter is public and the setter is private

##### Constructor:

1. **public Pet(string name, int age, string description) –** This constructor takes three arguments and assigns them to the appropriate properties. It also initializes the fields owner to “no one” and isHousedTrained to **false**

Remember the ToString() method is needed to produce a sensible output on the screen

##### Methods:

1. **public override string ToString()** – This method returns a string fully describing this object.
2. **public void SetOwner(string owner)** – This method simply assigns the argument to the appropriate field.
3. **public void Train()** – This method sets the property IsHouseTrained to **true**.

## Test Harness

In your main method write the code to do the following:

1. Create four objects. You decide on the arguments
2. Use all the methods on the four objects.
3. Create a List to store all the above objects.
4. Display all the items in the List
5. Display only the pets belonging to a particular person