Pet Check In

* Determine if the pet is a dog or a cat and check for boarding space.
* There are 30 spaces for dogs and 12 for cats. Pet BAG will need to be able to adjust these counts as the shop grows.
* If there is space for a new pet, collect the appropriate information. For returning pets, update the information as needed.
* Gather information on the length of the stay.
* Determine if the pet owner would like the pet to be groomed. Only dogs can be groomed and only if they stay two or more days.
* Assign the pet to a space.

Pseudocode

Just by a quick glance at this, I already know that we will need to hold a piece of state outside of our method that contains the amount spaces for either a cat or a dog. Our program can start with a simple input request to specify if we are scheduling a dog or a cat.

1. Create function called SchedulePet()
2. When we reach SchedulePet() as if the pet is a dog or a cat
3. Check what kind of pet is being scheduled
4. If the pet is a dog, instantiate a dog object
5. Ask for the appropriate information with a method called setDogInformation()
6. Once the information has been set, we can pass the dog object into a state which contains all the pets.

Flow

Start

Schedule pet

Check pet type

Instantiate object

Ask for information

Insert into state