```cpp
1 /**************************************************************************
2  * PROGRAMMER : Ali Eshghi & Amirarsalan Valipour
3  * STUDENT ID : 1112261 & 1103126
4  * CLASS       : CS1B
5  * SECTION     : MW 7:30pm
6  * Assign #2   : tic-tac-toe game (multi-dimensional arrays)
7  * DUE DATE    : 19 September 2019
8  **************************************************************************/
9
10 #include "MyHeader.h"
11 #include "ClassHeader.h"
12
13 //Setting and changing the information for Fluffy
14
15 void Sheep1::SetAgeSheep1(int age1)
16 {
17     age = age1;
18 }
19
20 void Sheep1::SetValueSheep1(float value1)
21 {
22     value = value1;
23 }
24
25 void Sheep1::SetTypeSheep1(string type1)
26 {
27     type = type1;
28 }
29
30 void Sheep1::SetNameSheep1(string name1)
31 {
32     name = name1;
33 }
34
35
36
37 //Setting and changing the information for Maa
38
39 void Sheep2::SetAgeSheep2(int age2)
40 {
41     age = age2;
42 }
43
44 void Sheep2::SetValueSheep2(float value2)
45 {
46     value = value2;
47 }
48
49 void Sheep2::SetTypeSheep2(string type2)
50 {
51     type = type2;
52 }
53
54 void Sheep2::SetNameSheep2(string name2)
55 {
```

```
56      name = name2;
57 }
58
59
60 //Setting and changing the information for Babe
61
62 void Pig::SetAgePig(int ageP)
63 {
64      age = ageP;
65 }
66
67 void Pig::SetValuePig(float valueP)
68 {
69      value = valueP;
70 }
71
72 void Pig::SetTypePig(string typeP)
73 {
74      type = typeP;
75 }
76
77 void Pig::SetNamePig(string nameP)
78 {
79      name = nameP;
80 }
81
82
```