

MyHeader.h

```
1 /*****
2 * PROGRAMMER : Ali Eshghi & Julian Lasting
3 * STUDENT ID : 1112261 & 1097778
4 * CLASS      : CS1B
5 * SECTION    : MW 7:30pm
6 * LAB 14     : Farmer's Pete livestock(inheritance class)
7 * DUE DATE   : 13 December 2019
8 *****/
9
10 #ifndef MYHEADER_H_
11 #define MYHEADER_H_
12
13 #include<iostream>
14 #include<iomanip>
15 #include<string>
16 #include<fstream>
17 #include<limits>
18 #include<sstream>
19 #include "ClassHeader.h"
20 using namespace std;
21
22
23 enum Menu
24 {
25     InitAnimal,
26     InitSheep,
27     InitPig,
28     ChangeAge,
29     Display,
30     Exit
31 };
32
33
34 /*****
35 * CONSTANTS
36 * -----
37 * USED FOR CLASS HEADING – ALL WILL BE OUTPUT
38 * -----
39 * Type      : Program Type
40 * LAB_NUM   : Lab Number (specific to this lab)
41 * LAB_NAME  : Title of the Lab
42 *****/
43
44 const string NAME = "LAB 13 – Using inheritance classes";
45 const char  TYPE  = 'L';
46 const int   NUM    = 14 ;
47 const string CLASS = "CS1B";
48 const string SECTION = "MW: 7:30p – 9:50p";
49
50 /*****
51 * Function – PrintHeaderFile
52 * -----
53 * This function will output the class heading to the screen.
54 *
55 * return type – nothing
```

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```
56 *           the function is void type
57 *****/
58 void PrintHeader();
59
60 /*****
61 * FirstMenu
62 *   This function gets the user choice for the first menu that has been run
63 *
64 *   RETURNS: integer
65 *****/
66 Menu FirstMenu();
67
68 /*****
69 * Menu
70 *   This function will outputs the menu and prompts the user
71 *   to choose an option from the menu
72 *
73 *   RETURN - integer
74 *   the function is int type
75 *****/
76 int MainMenu();
77
78 /*****
79 * InitializeSheep
80 *   This function gets the data from the input file for sheeps and then
81 *   initializes the parrallel arrays with the information of sheeps
82 *
83 *
84 *   RETURNS: nothing
85 *   void type function
86 *****/
87 void InitializeSheep(Animal &animal, Sheep &sheep);
88
89 /*****
90 * InitializeSheep
91 *   This function gets the data from the input file for pigs and then
92 *   initializes the parrallel arrays with the information of pigs
93 *
94 *
95 *   RETURNS: nothing
96 *   void type function
97 *****/
98 void InitializePig(Animal &animal, Pig &pig);
99
100 #endif /* MYHEADER_H_ */
101
```