```
 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 #ifndef CLASSHEADER_H_
11 #define CLASSHEADER_H_
12
13 #include <iostream>
14 #include <iomanip>
15 #include <string>
16 #include <fstream>
17 #include <sstream>
18 using namespace std;
19
20 /*************
21  * VARIABLES *
22  ************/
23
24 /********************************************************************
25  * Class of Sheep1, containing objects of information about Fluffy *
26  ********************************************************************/
27 class Sheep1
28 {
29     //public part of the class that is available for outside of the class
30     public:
31         //constructor
32         Sheep1()
33         {
34             name.clear();
35             type.clear();
36             age  = 0;
37             value= 0;
38         };
39
40         //decosntructor
41         ~Sheep1();
42
43         //method for seting the animal type
44         void SetTypeSheep1(string);
45
46         //method for setting or changing the age
47         void SetAgeSheep1(int);
48
49         //method for setting the name
50         void SetNameSheep1(string);
51
52         //method for setting or changing the value
53         void SetValueSheep1(float);
54
55         //method  for outputting the objects
```

```cpp
56        void PrintSheep1(string, string, int, float) const;
57
58
59    //private part only available for the class
60    private:
61        string name;
62        string type;
63        int    age;
64        float  value;
65
66 };
67
68
69 /***********************************************************************
70  * Class of Sheep1, containing objects of information about Maa     *
71  ***********************************************************************/
72 class Sheep2
73 {
74    //public part of the class that is available for outside of the class
75    public:
76        //constructor
77        Sheep2()
78        {
79            name.clear();
80            type.clear();
81            age  = 0;
82            value= 0;
83        };
84
85        //decosntructor
86        ~Sheep2();
87
88        //method for seting the animal type
89        void SetTypeSheep2(string);
90
91        //method for setting or changing the age
92        void SetAgeSheep2(int);
93
94        //method for setting the name
95        void SetNameSheep2(string);
96
97        //method for setting or changing the value
98        void SetValueSheep2(float);
99
100        //method  for outputting the objects
101        void PrintSheep2(string, string, int, float) const;
102
103    //private part only available for the class
104    private:
105
106        string name;
107        string type;
108        int    age;
109        float  value;
110
```

```
111 };
112
113 /*************************************************************************
114  * Class of Sheep1, containing objects of information about Babe    *
115  **************************************************************************/
116 class Pig
117 {
118     //public part of the class that is available for outside of the class
119     public:
120         //constructor
121         Pig()
122         {
123             name.clear();
124             type.clear();
125             age  = 0;
126             value= 0;
127         };
128
129         //decosntructor
130         ~Pig();
131
132         //method for seting the animal type
133         void SetTypePig(string);
134
135         //method for setting or changing the age
136         void SetAgePig(int);
137
138         //method for setting the name
139         void SetNamePig(string);
140
141         //method for setting or changing the value
142         void SetValuePig(float);
143
144         //method  for outputting the objects
145         void PrintPig(string, string, int, float) const;
146
147
148     //private part only available for the class
149     private:
150         string name;
151         string type;
152         int    age;
153         float  value;
154
155 };
156
157
158
159
160 #endif /* CLASSHEADER_H_ */
161
```