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/*************************************************************
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* LAB #13       : LAB 13 - ARRAYS AND LINKED LIST (OOP)
* CLASS         : CS 1B
* SECTION       : MW - 7:30 pm - 9:50 pm
* DUE DATE      : 12/3/2019
*************************************************************/

#ifndef CLASSHEADER_H_
#define CLASSHEADER_H_

#include<iostream>
#include<iomanip>
#include<string>
#include<fstream>
#include<limits>
#include<sstream>
using namespace std;

const int AR_SIZE = 50;


class Animal
{
    //public part of the class that is available for outside of the class
    public:
        //constructor
        Animal();

        //decosntructor
        ~Animal();

        //method for adding a new sheep and its age to parallel arrays
        void AddSheep(string name, int age);

        //method for adding a new sheep to a linked list
        void AddSheepLinkedList(string name, int age);

        //method for showing the first sheep from the list
        void DisplayFirstSheep();

        //method that returns the size of the list of the sheeps
        int ListSize() const;

        //method  for outputting the objects
        void Display() const;

        //method for finding the sheep in the list
        void FindSheep(string) const;


    //private part only available for the class
    private:
        string nameAr[AR_SIZE];
```

```
56          int    ageAr[AR_SIZE];
57          string name;
58          int    age;
59          int    listSize;
60
61          struct SheepNode
62          {
63              string     sheepName;
64              int        sheepAge;
65              SheepNode  *next;
66          };
67          SheepNode *head;
68
69  };
70
71
72
73  #endif /* CLASSHEADER_H_ */
74
```