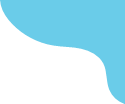




Dog shelter

By team ARTEMISSION

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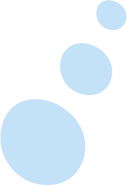
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# Our team

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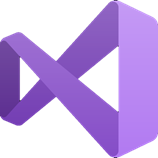
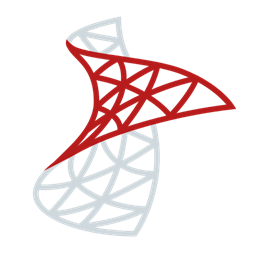
# Links

* [GitHub repository link](https://github.com/afyusrefova/ARTEMISSION)
* [README file link](https://github.com/afyusrefova/ARTEMISSION%23readme)
* [Database script](https://github.com/afyusrefova/ARTEMISSION/blob/main/SQLQuery1.sql)

# Purpose of the project

We wanted to create a system that will make adopting animals from shelters easier for the people working there and for the people who wish to adopt a dog.

# Used technologies

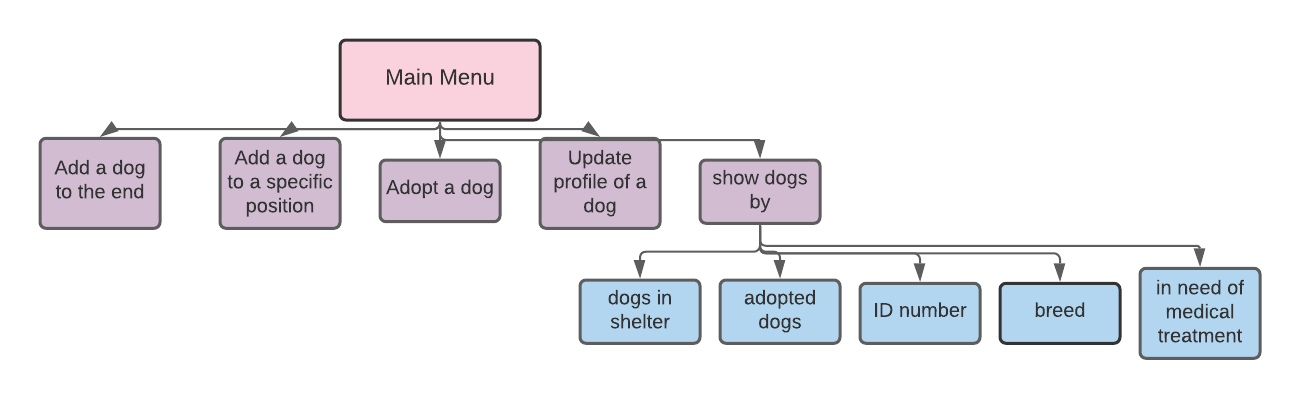


Photoshop

MSSQL

Visual studio

# Block diagram



# Database structure



# Future ideas

* To connect the solution with the database
* To make the program more user friendly

# Description of the used functions

|  |  |  |  |
| --- | --- | --- | --- |
| Name and type | Purpose | Arguments | Return value |
| Void mainMenu | Displays main menu options and performs the corresponding function according to what the user has enterned | DOG\* dogs, int& dogCount, DOG\* adoptedDogs, int& adoptedDogCount, int maxSize | - |
| Void addDogMenu | It is the link between mainMenu and fillInToInsertDog | DOG\* dogs, int& dogCount | - |
| Void insertDogMenu | It is the link between mainMenu and fillToInsertDog also helps the user to insert a dog into a special position | DOG\* dogs, int& dogCount, int maxSize | - |
| Void editDogMenu | Checks wheter the user wants to select the dog to be edited by its ID number or by index and calls the corresponding function like editDogByIdMenu or editDogByIndexMenu | DOG\* dogs, int dogCount | - |
| Void showDogsInShelter | Prints all the dogs that are part of the dogs array | DOG\* dogs, int dogCount | - |
| Void showAdoptedDogs | Prints all the adopted dogs that are part of the adoptedDogs array | DOG\* adoptedDogs, int adoptedDogCount | - |
| Void showByIdMenu | Asks the user which array they want to work in, the ID number is entered and the showById function is executed accordingly with the parameters dogs, dogCount, IdUser, selectedArray or adoptedDogs, adoptedDogCount, IdUser, selectedArray | DOG\* dogs, int dogCount, DOG\* adoptedDogs, int adoptedDogCount | - |
| Void showByBreedMenu | Asks the user which array he/she wants to work in, the dog type is entered and the showBySpecies function is executed accordingly with the parameters dogs, dogCount, speciesUser, selectedArray or adoptedDogs, adoptedDogCount, speciesUser, selectedArray | DOG\* dogs, int dogCount, DOG\* adoptedDogs, int adoptedDogCount | - |
| Void showBadConditionDogs | Prints all the bad conditioned dogs with the help of the function - showDog | DOG\* dogs, int dogCount | - |
| Void fillInToInsertDog | A function that allows the user to enter dog data | DOG& newDog, string& gender, string& condition | - |
| Void genderStringToEnum/  conditionStringToEnum | Converts the string gender/condition of the dog to enumeration type | DOG\* dogs, string condition, int i | - |
| Int getIndexById | Finds the index of the dog that matches the ID entered by the user | DOG\* dogs, int dogCount, int idUser | The index variable |
| String genderEnumToString/  conditionEnumToString | Converts the enumeration gender/condition of the dog to string type | DOG\* dogs, string condition, int i | The gender/condition variable |
| void showDog | Prints a dog’s profile on the console | DOG\* dogs, int i, string gender, string condition | - |
| Int cinInt | Checks if the entered input is valid if not gives an error | N/A | number |

