

# Joppes djurfamilj v2

## Project-idea

To write a program that:

- Shows the relations of classes and inheritance, we will do that with Joppes animal family v2.
- Creates a pet owner Joppe with age and one or more pets (cats and dogs)
- Joppe will have the ability to :
  - List the pets
  - play fetch with them with a ball
  - check the ball tearing
  - feed them
- All different pets created will inherit from the Animal class
- Joppe can play fetch with the pets with a ball
- Add class for Norwegian forest cat that inherit from the Cat class that inherits from Animal class. Norwegian forest cat but has his own behavior

## Planning

- ☐ Classes
- ☐ Methods
- ☐ Class diagram
- ☐ Pseudo code
- ☐ Activity diagram
- ☐ Implementation
- ☐ Testing and debugging
- ☐ Review

## Classes

PetOwner
Animal
Cat
NorwegianForestCat
Kittie
Puppy

## Methods

☒ PetOwner

☒ List\_animal()

☐ Check\_ball()

☐ Fetch()

☒ Feed()

☒ Menu()

☒ toString()

☐ Animal

☐ Interact()

☐ eat(in ball)

☐ eat(in food)

☐ hungry\_animal()

☐ ToString()

☐ Cat

☐ hungry\_animal()

☐ toString()

☐ NorwegianForestCat

☐ Interact(in ball)

☐ ToString()

☐ Kitten

☐ Interact(in boll)

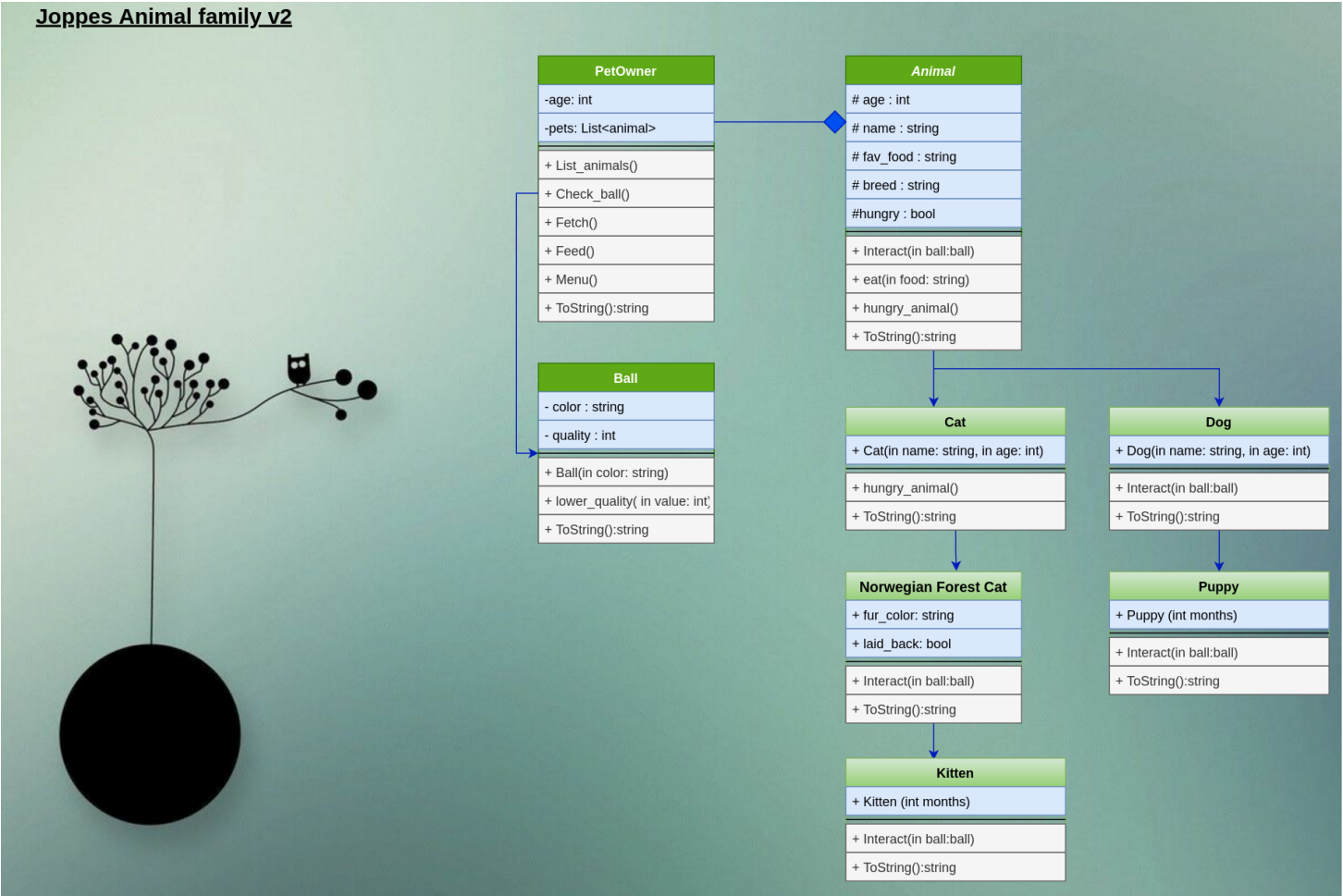
☐ ToString()

☐ Dog

☐ Interac(in ball)

☐ ToString()

# Class Diagram



## Pseudo code

## Activity diagram

## Implementation

See the cs code file

## Testing and debugging

- test1
- test1
- test n

## Review

