

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.

Challenges :

I believe that the biggest challenge is to get for example the Kittie class to work properly, as it inherit from call Cat that inherits from Animal, and do the overrides.

I believe I need to get a proper understanding about inheritance, overrides, and virtual/abstract modifiers.

Strategy:

I will start to make the PetOwner class with the fields and one or two methods.

Do the same for the Animal class, Just make it as simple I can to get it to work, then write on pet, probably the Dog class, and make everything work.

Afterward I will implement the rest.

Planning

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

Classes

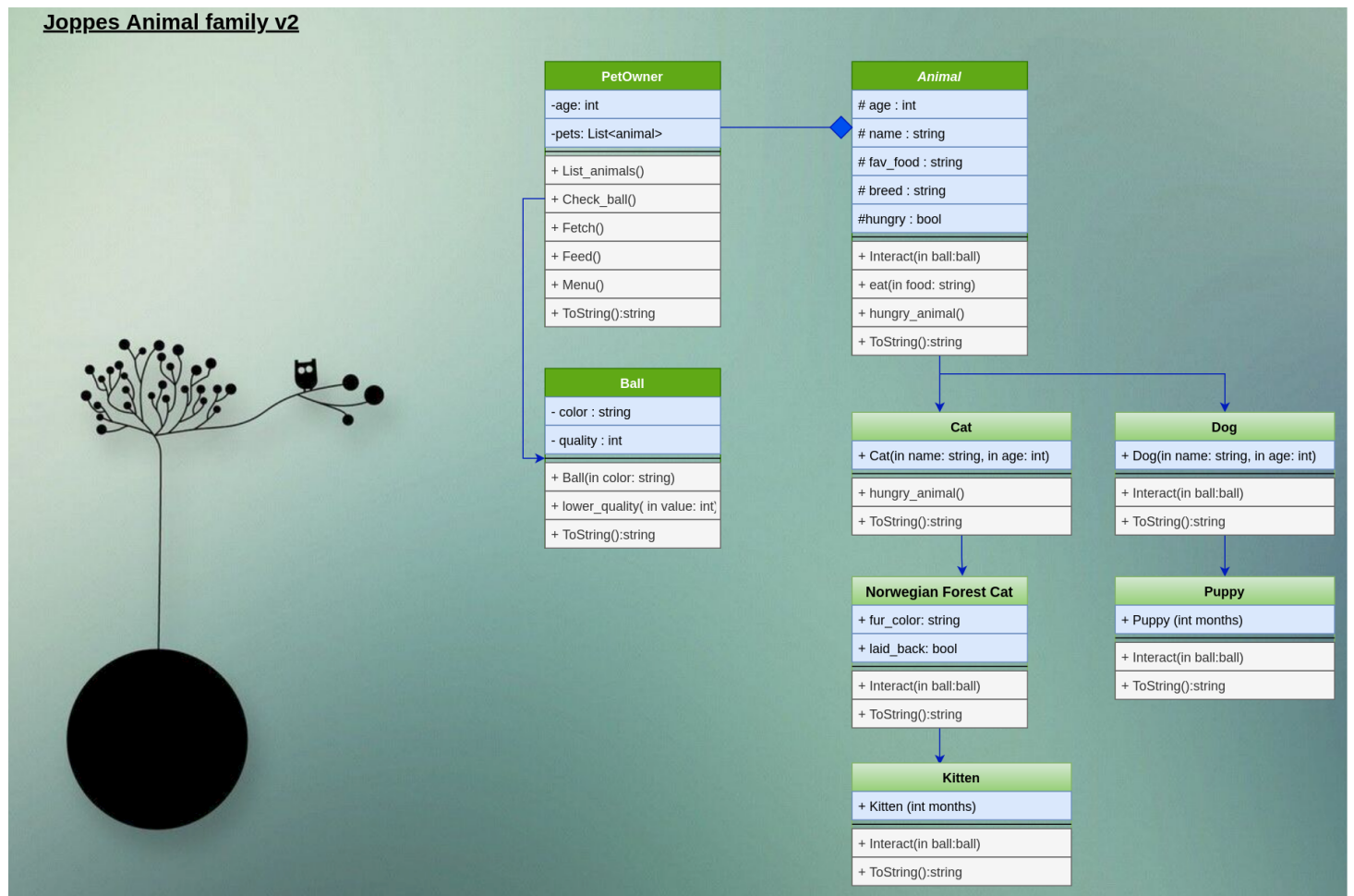
PetOwner
Animal
Cat
NorwegianForestCat
Kittie
Puppy

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