## Global Rain Logo

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# Summary Report Template

**Directions:** Place your pseudocode, flowchart, and explanation in the following sections. Before you submit your report, remove all bracketed [ ] text.

## Pseudocode

When you are done implementing the Pet class, refer back to the Pet BAG specification document and select either the pet check-in or check-out method. These methods are detailed in the Functionality section of the specification document.

Write pseudocode that lays out a plan for the method you chose, ensuring that you organize each step in a logical manner. Remember, you will not be creating the actual code for the method. You do **not** have to write pseudocode for both methods. Your pseudocode must not exceed one page.

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| Checking in a pet:  START program  // Begin by checking current storage capacity  WHILE currently lodged cats + dogs < 42:  // Prompt user to enter whether they have a cat or dog  DISPLAY “Check-in cat or dog”  // Kennel can only hold 30 dogs and 12 cats, check for specific boarding availability  IF user input dog check that dog count < 30  ELIF user input cat check that cat count < 12  //Prompt user to answer if their pet has stayed with them before  // Prompt user to update information for pet if returning customer  IF pet has stayed with lodge before, update information  ELSE pet has not stayed with lodge, collect all necessary information  DISPLAY ” Welcome to Pet BAG”  ENDWHILE  DISPLAY ” There is currently no room for your pet. Sorry!”  END program |

## Flowchart

Based on the pseudocode you wrote, create a flowchart using a tool of your choice for the method you selected. In your flowchart, be sure to include start and end points and appropriate decision branching, and align the flowchart to the check-in/check-out process. Your flowchart must be confined to one page.

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| A close up of a map  Description automatically generated |

## OOP Principles Explanation

Briefly explain how you applied object-oriented programming principles in the software development process. Your explanation should be one paragraph, or four to six sentences.

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| By initiating the program with a loop that uses a conditional expression, the program will quickly determine available space for the desired pet check in. Since there is an unknown amount of space when beginning it is better to use a WHILE loop, than to use a FOR loop. By using abstraction to design the layout of the program, it has made the program easy to read for all users. Encapsulation was used on the Eclipse IDE for the attributes of animals and amenities offered, followed by getters and setters to fill in needed information. After completing the Pet BAG program, the selection of dog was used to complete the chosen pet program. Using inheritance, the encapsulation from the main program for Pet BAG was accessed, to retrieve necessary program attributes to avoid redundancy. |