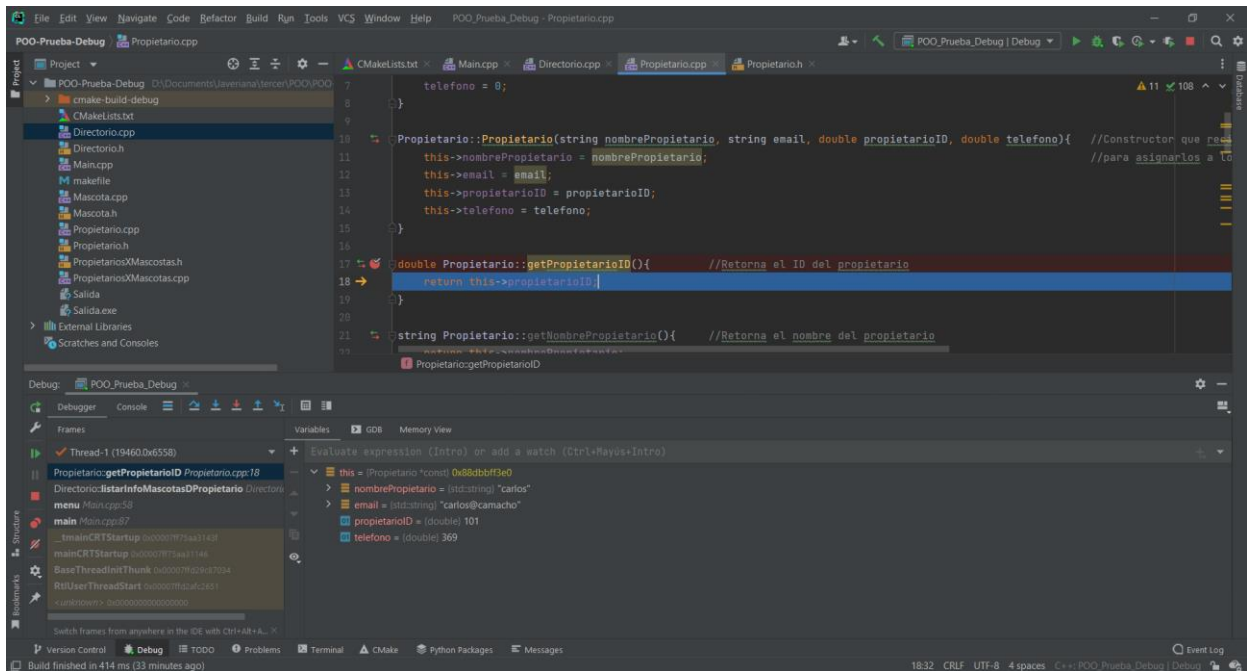


Tarea debugger

1.

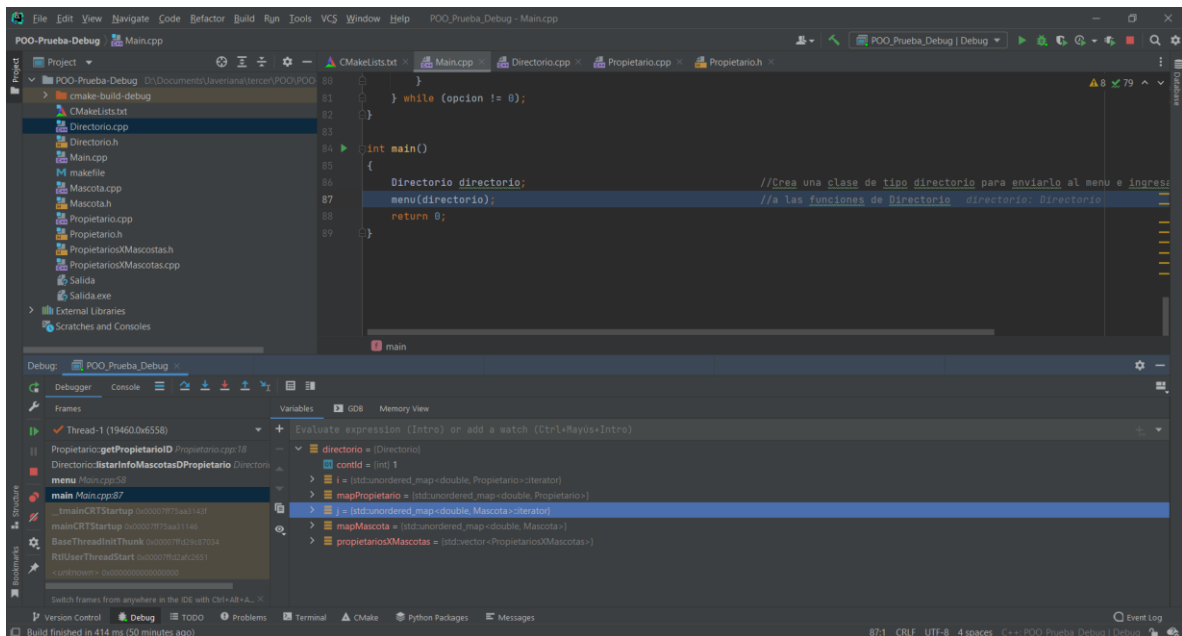


a)

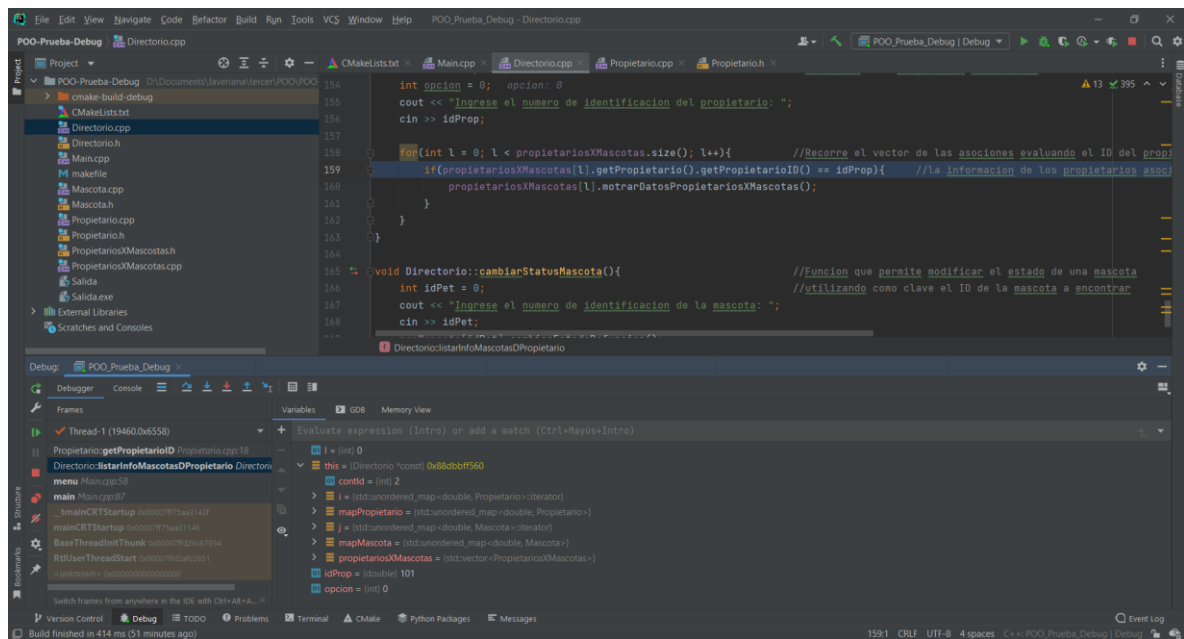
El método que inicia todo es listarInfoMascotasDPropietario

b)

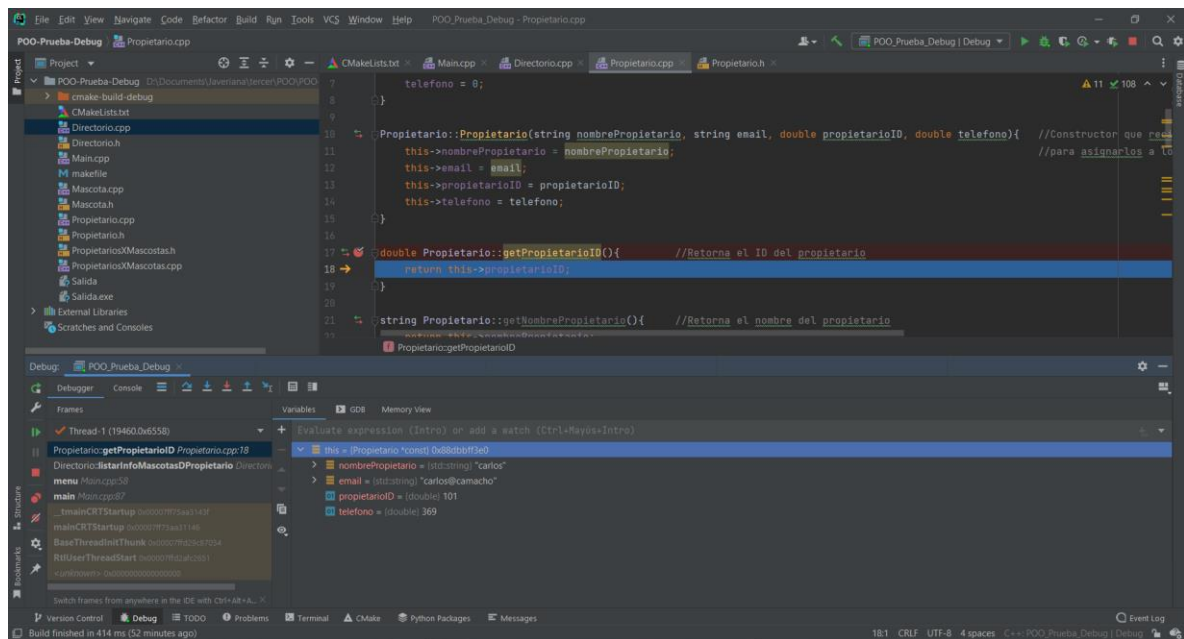
Main



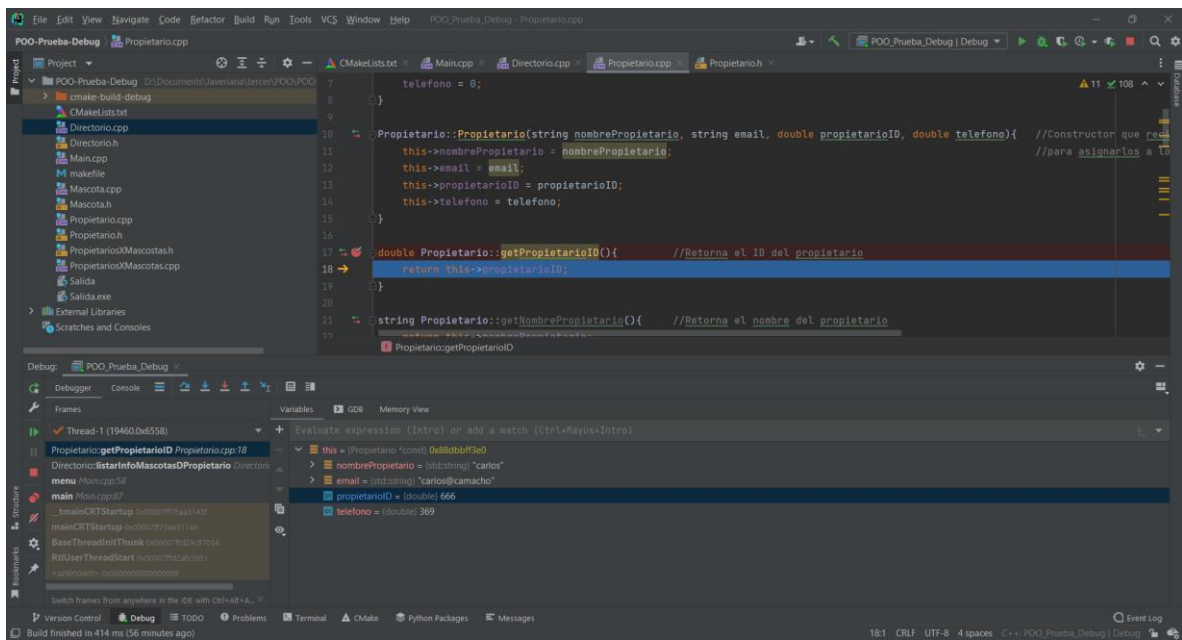
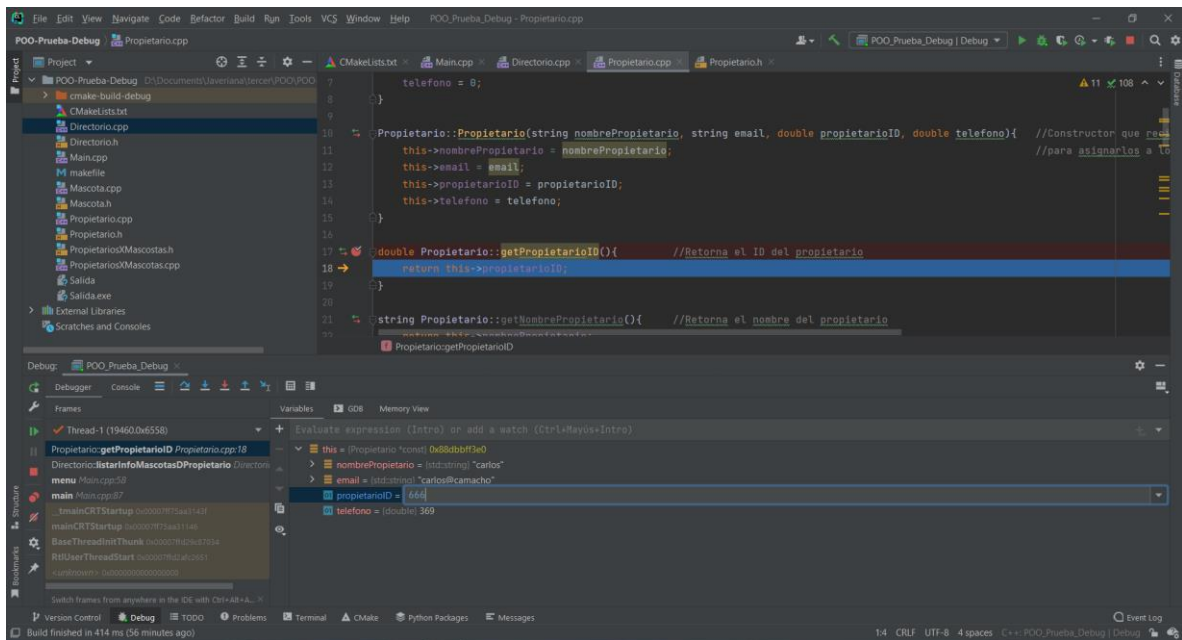
Directorio



Propietario

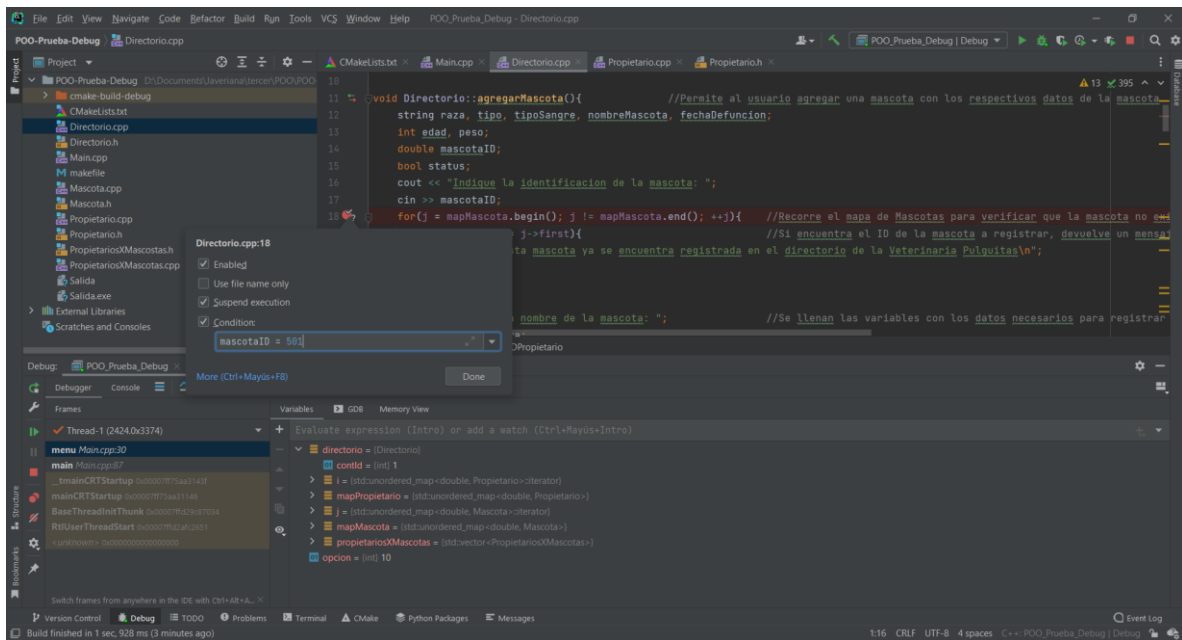


2.

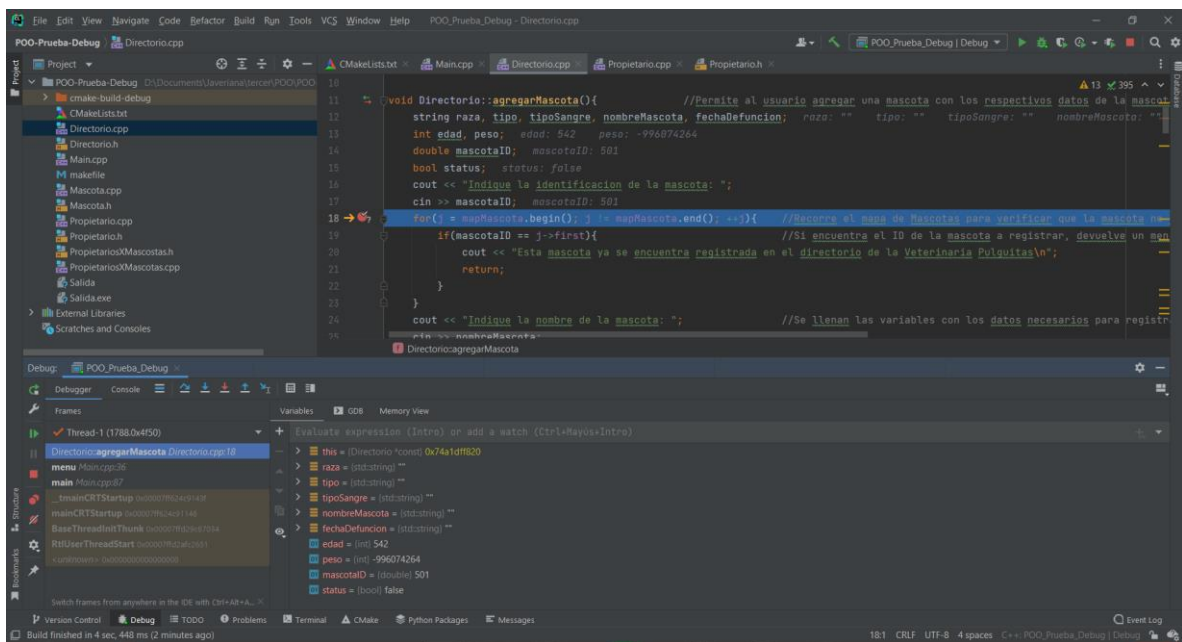


3.

Implementé el BreakPoint condicional en la función de agregar mascota al directorio utilizando la variable mascotaID



Luego se detiene correctamente el programa



4.

