Pet Check In Pseudocode

Ask user for animal type

If the pet is a dog then

setPetType() to dog

Else if the pet is a cat then

setPetType() to cat

Else (not cat or dog)

Get user to input valid animal and loop through again

If getDogSpaces() is less than the max for dog spaces and getPetType() is dog then

Input petInformation()

Input setDaysStay()

If getDaysStay() is equal to or greater than 2 then

input setGrooming()

Assign setDogSpaces()

Else if getDogSpaces() is equal to the max for dog spaces and getPetType() is dog then

Print no room for dog

If getCatSpaces() is less than the max for cat spaces and getPetType() is cat then

Input petInformation()

Input setDaysStay()

Assign setCatSpaces()

Else if getCatSpaces() is equal to the max for cat spaces and getPetType() is cat then

Print no room for cat

petInformation()

If petName is in Pet() then

ask if there are any updates on information

if yes then

input setPetName()

input setPetAge()

if petType is dog then

input setDogWeight()

If petName not in Pet() then

set petType to animal type

setPetName() to petName

input setPetAge()

if petType is dog then

input setDogWeight()

