

Dons Dog Shop Scenario Descriptions

For the C# final project I wanted to build upon what I had already done in c++. So I took a rudimentary pet shop and added a GUI, objects, and file reading and writing. This was way more complex but actually made it easier for me to build. My class files built an animal then used an interface to lock in the price (which is the same for every animal). Then it is passed to the dog class where a dog can be built. I made this with expansion in mind so the animal class asks for more info than the dog class needs but another animal class could use in the future (i.e skin type and legs). Separately I wrote a file full of dog information that is read in and loaded to a listbox so the user can select from the inventory of dogs available. Alternatively the user can also donate a dog. This takes data from the user and builds our dog object. Then adds it to our listbox. At the end of both these events a stream writer takes the contents of the list box and overwrites the same file we brought in overwriting and saving the shop's true inventory for the next user. This is an ambitiously vague idea that can be built upon extensively. In the future it would be fun to add classes for other animals, a POS system to track sales, and have a customer database to record customer info.