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Adv. C++

C++ Scenario Description

For my final project I created a virtual dog store. I built a generic animal class (future projects can be built upon and make this a full pet shop) and then use inheritance to build a more specific dog class with appropriate attributes. In the main function of the program the user is given information from the store in the form of a dog pun and a list of popular dog names to help. Then the user is prompted with questions to complete the input handling. Then the dog is built as an object and the information presented back to the user. In the future it would be fun to make this a GUI complete with illustrations of the appropriate dog chosen as well as input validation/ information hiding.

animalType
name: string
void setName(string n) void print() const animalType() animalType(string n)

dogType
string name string color string breed string gender
void setAttributes(string, string, string,string) void setName(string) void setBreed(string) void setColor(string) void setGender(string) void print() const dogType() dogType(string, string, string, string)