

**CPSC 298: Introduction to C++  
Interterm 2020  
Programming Assignment 3: Classes  
Due: Jan 30th, 2020 11:59pm**

**Reading**

This assignment assumes you have read Ch. 7 of the ZyBook.

**The Assignment**

By now you should all know how to compile and run C++ programs within a Linux environment, so let's keep driving home the basics of the C++ language. Your assignment is to implement the following programming projects:

**Problem 1:** Create a class called `Pet` with all the necessary files (.h , .cpp, etc.) This class should have member variables *name* (string), *age* (int), *type* (['dog', 'cat']) (string) and *weight* (double). Make sure to include the appropriate accessor (getters), mutator (setters). Once the `Pet` class has been implemented, create two instances of `Pet` and print their details to console output.

So your deliverable is 1 .cpp files and a README.

A README is a text file that includes your name, student id # and any references you used for the assignment (i.e. textbook, online, colleague).

**Due Date**

This assignment is due at 11:59pm on 1-30-2020. Submit all source code to GitHub and a link to your repository to Blackboard. Please make sure to include all the required files (i.e. README, source files).

**Grading**

Assignments will be graded on correctness, adherence to style, and the inclusion of meaningful comments.