

Functions for the dogs program:

- main function: maintains an array of dog structure and the total number of dogs

Function description: takes input as operation code, then calls a function to perform the requested action:

- add a new dog (calling the add function)
- delete a dog from the record (calling the delete function)
- update attendance for a dog (calling update_attendance function)
- search for a dog (calling search function)
- print record of all dogs (calling print function)
- Prints an error message if the user enters an illegal code

Repeats until the user enters the command 'q' (for exiting the program)

- add function prototype:

`void add(struct dog list[], int *num_dogs);`

function description: prompts the user for information about a new dog and then add it into the array. Prints an error message and returns prematurely if the dog already exists by checking dog's name and owner's name or the array is full.

- delete function prototype:

`void delete(struct dog list[], int *num_dogs);`

function description: prompts the user for information about an existing dog and then delete it from the array. Prints an error message and returns prematurely if the dog doesn't already exist by checking dog's name and owner's name.

- update_attendace

`void update_attendance(struct dog list[], int num_dogs);`

function description: prompt the user to enter a dog's name and its owner's name. Prints an error message if the dog can't be found in the array; otherwise, prompts the user to enter change in attendance

- search

`void search(struct dog list[], int num_dogs);`

function description: prompt the user to enter a dog's name and its owner's name. Search the dog in the array by name and its owner's name. If the dog is found, prints the attendance ; if not, prints a message.

- print

`void search(struct dog list[], int num_dogs);`

function description: prints a listing of all dogs in the array, in the order in which they are entered into the array.