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#include "rhino.h"

Rhino::Rhino()
{
    cout << "Calling default constructor ... " << endl;
    r = new Rhino[];
    nickname = " ";
    year = 2013;
    children = 0;
    mother = NULL;
    father = NULL;
}

Rhino::Rhino(string n, int y, int m, char g)
{
    cout << "Calling Nondefault constructor ... " << endl;
    r = new Rhino[];
    nickname = n;
    year = y;
    month = m;
    gender = g;
    children = 1;
    tag = -1;
    mother = NULL;
    father = NULL;
}

Rhino::Rhino(string n, int y, int m, char g, int t, Rhino * mom, Rhino * dad)
{
    r = new Rhino[];
    nickname = n;
    year = y;
    month = m;
    gender = g;
    tag = t;
    mother = mom;
    father = dad;
}

Rhino::~Rhino()
{
    cout << "Calling destructor ..." << endl;
}

// -----Set/Get name----- *working*
void Rhino::setName(string nm)
{
    nickname = nm;
};

string Rhino::getName()
{
    return nickname;
}

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};
//      -----Set/Get year----- *working*
void Rhino::setBirthYear(int y)
{
    year = y;
};
int Rhino::getYear()
{
    return year;
};
//      -----Set/Get month----- *working*
void Rhino::setBirthMonth(int m)
{
    month = m;
};
int Rhino::getMonth()
{
    return month;
};
//      -----Set/Get gender----- *working*
void Rhino::setGender(char g)
{
    gender = g;
};
char Rhino::getGender()
{
    return gender;
};
//      -----Set/Get tag----- *working*
void Rhino::setTag(int t)
{
    tag = t;
};
int Rhino::getTag()
{
    return tag;
};
//      -----Get children----- *working*
int Rhino::getNumChildren()
{
    return children;
};
//      -----Set/Get mother/father----- *working*
void Rhino::addMother(Rhino * mom)
{
    mother = mom;
    mom->children++;
};

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void Rhino::addFather(Rhino * dad)
{
    father = dad;
    dad->children++;
};

Rhino * Rhino::getMother()
{
    return mother;
};
Rhino * Rhino::getFather()
{
    return father;
};
// -----verification of gender----- *working*
bool Rhino::isMale()
{
    return this->gender == 'M';
};
```