**CIS 2275 C++ Programming Part II**

**Quiz 1 In-Lab Writing a simple class**

**Turn in Requirements:**

1. **5 pts. Name your project LastnameQ1, such as NelsonQ1.**
2. **5 pts. Remove the ipch and Browse.VC.db files and the debug folders and then upload your zipped project through Blackboard.**

**Program Requirements:**

1. **5 pts. Write your name, email address and file name at the top of your source code in a comment.**
2. **5 pts. Use cout statements to write your name, program title, and program objective to the screen so that it is the first thing I see when your program runs. This is your course header.**
3. **5 pts. Add comments as appropriate. Be sure that your program output is neatly presented to the user**

**Quiz requirements -** Please write the program that follows these requirements:

1. The Dog class contains data for your pet dog. The data includes variables for the breed, name, and age (in years).
2. There are two constructors for this class. The default constructor sets the name to Zelda, breed to Labrador Retriever, and age to 9. The overloaded constructor allows you to pass in all the data to the object. Use a constructor initializer and delegate.
3. The Dog class also contains a SetData method where you can set all three data items into the object.
4. There is a GetFormattedString method, too. This function uses the stringstream class or other means to make a nicely formatted string with the information for the dog object, and return the string to main, where the cout would properly occur.
5. You may use whatever types of variables you wish. Be sure to comment where necessary, if you need to explain variables.
6. Write the main function: display your header and **create 3 dog objects**:

* The first should use the default constructor and just have the default data. This is the “default dog” object.
* The second dog object should be instantiated using the overloaded constructor and contain data for a dog you know or make up.
* The third dog object should be created using the default constructor, then changed using the SetData method to pass in your data for another dog you know or make up.

1. Finally, write all three dog objects’ data to the screen from main using the strings returned from your three dog objects.
2. Say good-bye.

**DO NOT USE COUT AND CIN TO GET DOG INFORMATION FROM THE USER. JUST HARD CODE IT.**

**DO NOT USE CIN/COUT IN THE CLASS.**