

POTD3.1. Problem of the Day #3

## Download and Extract

An initial setup of files is provided to you via a shell script: [Download potd-q3](#)

Using a terminal, extract the initial files by running the shell script you just downloaded (you will need to navigate to the directory where you saved the file):

```
sh potd-q3.sh
```

Your files for this problem will be in the potd-q3 directory.

## The Problem

Write two constructors for the pet class that we have defined for you. The given files `Pet.cpp` and `Pet.h` contain all of the code needed for the class except the constructors. One constructor should be the default constructor (how many arguments should it have?) and will assign the member variables the following values:

- name: Rover
- birth\_year: 2018
- type: dog
- owner\_name: Wade

The other constructor should take in the name, birth year, type, and owner of the pet as arguments and set the member variables accordingly.

## Testing Your Code

Run the following commands to compile and execute your code:

```
make
./main
```

## Sample Output

```
Name: Rover
Birth year: 2018
Type: dog
Owner: Wade
```

## Upload Solution

Drop files here or click to upload.

Only the files listed below will be accepted—others will be ignored.

Files

✓

Pet.cpp

uploaded

Show preview ▾

✓

Pet.h

uploaded

Show preview ▾

Save & Grade

Save only

Submitted answer

correct: 100%

Submitted at 2019-01-24 09:14:34 (CST)

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hide ^

POTD 3

Total points:

1/1

Score:

100%

Question

Value:

1

History:

1

Awarded points:


1/1

Report an error in this question


Previous question


Next question

Files

 Pet.cpp  
uploaded

Show preview 

 Pet.h  
uploaded

Show preview 

Score: 8/8 (100%)  
Test Results

 [1/1] Test that default constructor sets pet name properly. 

 [1/1] Test that default constructor sets pet type properly. 

 [1/1] Test that default constructor sets pet birth year properly. 

 [1/1] Test that default constructor sets pet owner properly. 

 [1/1] Test that generic constructor sets pet name properly. 

 [1/1] Test that generic constructor sets pet type properly. 

 [1/1] Test that generic constructor sets pet birth year properly. 

 [1/1] Test that generic constructor sets pet owner properly. 