POTD 14 Total points: 1/1 Score: 0% Question Value: 1 History: 1 Awarded points: 1/1 Report an error in this question Previous question

Next question

- In addition to the type_ and food_ variables, Pet should have a private variable name_ and private variable owner_name_.
- Write functions that get and set the type of food_, name_, and owner_name_ of the Pet class. Follow the naming scheme of the other getters and setters.
- Write a function print that returns the string "My name is NAME" where NAME is the value of the name_variable.
- Write a default constructor for Pet that initializes type_ to cat, food_ to "fish", name_ to "Fluffy", and owner_name_ to "Cinda" and a constructor that takes in the type of animal, type of food, name, and owner name as parameters.

Testing Your Code

Submitted answer | correct: 100%

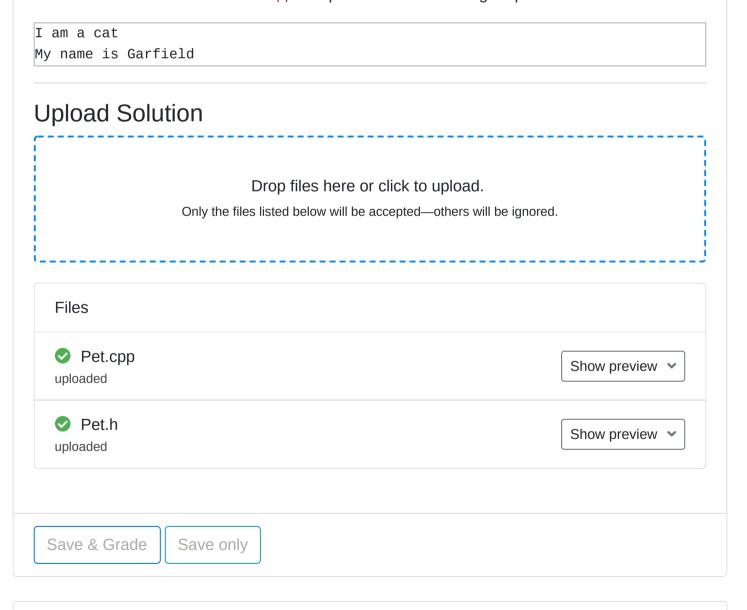
Submitted at 2019-02-11 22:05:36 (CST)

Files

Pet.cpp

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There is a main function in main.cpp that produces the following output:



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