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# IT 145 Global Rain Summary Report Template

## Directions

Place your pseudocode, flowchart, and explanation in the following sections. Before you submit your report, remove all bracketed text.

## Pseudocode

When you are done implementing the Pet class, refer back to the Pet BAG Specification Document and select either the pet check in or check out method. These methods are detailed in the Functionality section of the specification document.

Write pseudocode that lays out a plan for the method you chose, ensuring that you organize each step in a logical manner. Remember, you will *not* be creating the actual code for the method. You do *not* have to write pseudocode for both methods. Your pseudocode must not exceed one page.

1. [Is the **pet** a **dog** or **cat**? **Input** data and store into a **variable**.

2.) If (**input == “dog”),** check if 1 of 30 spaces are open and if (**input == “cat”)** check if 1 of 12 spaces are open.

3.) if **pet** is not in the system, then add. This will put **pet** info in the database.

4.) Prompt user for how many days for your pet to stay.

5.) if (**dog and days stay are 2 or greater**) ask user if **dog** needs to be groomed.

If (**decision == “Yes”)** ask for **dog** weight and calculate grooming fees according to weight.

Else assign **dog** to available space.

6.) if (**cat**) assign **cat** to available space.

7.) assign **pet** to space.

**Checkout process-**

1.) Was **pet** a **dog** or **cat**?

2.) if (**dog and was groomed**)

if (**Dog >= 30**) Daily Boarding Fee = $34.00 plus Grooming Fee = $29.95

elif (**Dog < 30**) && (**Dog >= 20**) Daily Boarding Fee = $29.00 plus Grooming Fee = $24.95

elif (**Dog < 20**) && (**Dog > 0**) Daily Boarding Fee = $24.00 plus Grooming Fee = $19.95

1. If (**cat**) Daily Boarding Fee = $18.00
2. Remove **pet** from space and make available.

**Legend**

**Variable** = **|||** **decision** = **|||** **object** = **|||**

## Flowchart

Based on the pseudocode you wrote, create a flowchart using a tool of your choice for the method you selected. In your flowchart, be sure to include start and end points and appropriate decision branching, and align the flowchart to the check in or check out process. Your flowchart must be confined to one page.

[Diagram

Description automatically generated]

## OOP Principles Explanation

Briefly explain how you applied object-oriented programming principles and concepts (such as encapsulation, inheritance, and so on) in your software development work thus far. Your explanation should be one paragraph, or four to six sentences.

[For inheritance, I used attributes from my pet class to create a dog class and a cat class. My instance variables are private and that’s where encapsulation comes in. My getters and setters work with the changing of an instance variable for a given time in a calling method. With these applied I can make an object and call a method from the super class with that new created object.]