void FillDogOne(string& dog)

{

string dog5 = " \_\_O "; //x = 15; y = 6

string dog4 = " {\_\_) o ";

string dog3 = " \\ / ";

string dog2 = " o----o ";

string dog1 = " /| |\\ ";

string dog0 = " O O O O ";

dog.append(dog5);

dog.append(dog4);

dog.append(dog3);

dog.append(dog2);

dog.append(dog1);

dog.append(dog0);

}

void FillDogTwo(string& dog)

{

string dog5 = " \_\_O "; //x = 15; y = 6

string dog4 = " {\_\_) o ";

string dog3 = " \\ / ";

string dog2 = " o----o ";

string dog1 = " ' | |\\ ";

string dog0 = " \* O \* ";

dog.append(dog5);

dog.append(dog4);

dog.append(dog3);

dog.append(dog2);

dog.append(dog1);

dog.append(dog0);

}

void FillDogThree(string& dog)

{

string dog5 = " \_\_O "; //x = 15; y = 6

string dog4 = " {\_\_) o ";

string dog3 = " \\ / ";

string dog2 = " o----o ";

string dog1 = " '\\ O| ";

string dog0 = " \* \* ";

dog.append(dog5);

dog.append(dog4);

dog.append(dog3);

dog.append(dog2);

dog.append(dog1);

dog.append(dog0);

}

void FillDogFour(string& dog)

{

string dog5 = " \_\_O "; //x = 15; y = 6

string dog4 = " {\_\_) o ";

string dog3 = " \\ / ";

string dog2 = " o----o ";

string dog1 = " | O '\\ ";

string dog0 = " \* \* ";

dog.append(dog5);

dog.append(dog4);

dog.append(dog3);

dog.append(dog2);

dog.append(dog1);

dog.append(dog0);

}

void FillDogFive(string& dog)

{

string dog5 = " \_\_O "; //x = 15; y = 6

string dog4 = " {\_\_) o ";

string dog3 = " \\ / ";

string dog2 = " o----o ";

string dog1 = " /| |' ";

string dog0 = " \* O \* ";

dog.append(dog5);

dog.append(dog4);

dog.append(dog3);

dog.append(dog2);

dog.append(dog1);

dog.append(dog0);

}

void FillDogOne(string& dog)

{

string dog5 = " \_\_O "; //x = 15; y = 6

string dog4 = " {\_\_) o ";

string dog3 = " \\ / ";

string dog2 = " o----o ";

string dog1 = " | | ";

string dog0 = " oO oO ";

dog.append(dog5);

dog.append(dog4);

dog.append(dog3);

dog.append(dog2);

dog.append(dog1);

dog.append(dog0);

}

void FillDogTwo(string& dog)

{

string dog5 = " \_\_O "; //x = 15; y = 6

string dog4 = " {\_\_) o ";

string dog3 = " \\ / ";

string dog2 = " o----o ";

string dog1 = " /| | ";

string dog0 = " \* O oO ";

dog.append(dog5);

dog.append(dog4);

dog.append(dog3);

dog.append(dog2);

dog.append(dog1);

dog.append(dog0);

}

void FillDogThree(string& dog)

{

string dog5 = " \_\_O "; //x = 15; y = 6

string dog4 = " {\_\_) o ";

string dog3 = " \\ / ";

string dog2 = " o----o ";

string dog1 = " /| /| ";

string dog0 = " O O \* O ";

dog.append(dog5);

dog.append(dog4);

dog.append(dog3);

dog.append(dog2);

dog.append(dog1);

dog.append(dog0);

}

void FillDogFour(string& dog)

{

string dog5 = " \_\_O "; //x = 15; y = 6

string dog4 = " {\_\_) o ";

string dog3 = " \\ / ";

string dog2 = " o----o ";

string dog1 = " /| /| ";

string dog0 = " O \* O O ";

dog.append(dog5);

dog.append(dog4);

dog.append(dog3);

dog.append(dog2);

dog.append(dog1);

dog.append(dog0);

}

void FillDogFive(string& dog)

{

string dog5 = " \_\_O "; //x = 15; y = 6

string dog4 = " {\_\_) o ";

string dog3 = " \\ / ";

string dog2 = " o----o ";

string dog1 = " /| /| ";

string dog0 = " O O O \* ";

dog.append(dog5);

dog.append(dog4);

dog.append(dog3);

dog.append(dog2);

dog.append(dog1);

dog.append(dog0);

}

void FillDogWagTailOne(string& dog)

{

string dog5 = " \_\_O "; //x = 15; y = 6

string dog4 = " {\_\_) o ";

string dog3 = " \\ | ";

string dog2 = " o----o ";

string dog1 = " /| |\\ ";

string dog0 = " O O O O ";

dog.append(dog5);

dog.append(dog4);

dog.append(dog3);

dog.append(dog2);

dog.append(dog1);

dog.append(dog0);

}