

# Petting Aavegotchis

GotchiCare

[GotchiCare](#) uses Gelato Autoamte to provide an automated Aavegotchi petting service.

Gelato callsexec here which pets the Aavegotchis and settles the fee.

...

```
Copy functionexec(CareInfocalldata _careInfo)external{ require(msg.sender==executor,"Carer: Only executor");
bytes32 _receipt=getReceipt(_careInfo.owner,_careInfo);

require( caringOwners.contains(_careInfo.owner), "Carer: exec: Owner has not started" ); require(
 _careInfo.owner==ownerOfReceipt[_receipt], "Carer: exec: Receipt does not match" );

operator.pet(_careInfo.gotchis,_careInfo.owner);

payWages(_careInfo.owner,_careInfo.rate);

CareInfomemorynewCareInfo=CareInfo( _careInfo.owner, _careInfo.pets.add(1), _careInfo.rate, _careInfo.gotchis );
updateOwnerInfo(newCareInfo);
}
...
```

This resolver loops through an array of subscribed users. For each user, it checks if their aavegotchi's petting time has reached.

...

```
Copy functionchecker() external view returns(boolcanExec,bytesmemoryexecPayload) {
address[]memory _caringOwners=careCentre.getCaringOwners(); uint256 _length=_caringOwners.length;

for(uint256i=0; i<_length; i++) { ICareCentre.CareInfomemory _careInfo=careCentre.getCareInfoByOwner( _caringOwners[i]
);

if(!ownerHasBalance(_caringOwners[i],_careInfo.rate))continue; if(!isApproved(_caringOwners[i]))continue;

uint256[]memory _gotchis=_careInfo.gotchis;

uint256 _lastInteracted=gotchiFacet .getAavegotchi(_gotchis[0]) .lastInteracted;

uint256 _nextInteract=_lastInteracted+12hours;

if(block.timestamp>=_nextInteract) { canExec=true;

execPayload=abi.encodeWithSelector( ICareCentre.exec.selector, _careInfo );

return(canExec,execPayload); } }

canExec=false; }
...
```

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