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Java Programming

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**Project 7-1 Animal Sounds**

**Source Code:**

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import java.util.Scanner;

public class Pets {

// Class variables

public String type;

public String name;

public double weight;

public int age;

public String sound = " ";

// Constructor to initialize the pets attributes

public Pets(String type, String name, double weight, int age) {

this.type = type;

this.name = name;

this.weight = weight;

this.age = age;

// Sets the sound based on the pet type

if(this.type.equals("cat")) {

this.sound = "meow";

}

if(this.type.equals("dog")) {

this.sound = "ruff ruff";

}

}

public static void main(String[] args) {

Scanner scnr = new Scanner(System.in);

String name;

String type;

String sound;

int age;

int num;

double weight;

System.out.println("Please enter the number of pets: ");

num = scnr.nextInt();

// Creates an array of pets

Pets[] pet = new Pets[num];

// Loop for getting information about each pet

for(int i = 0; i < num; i++) {

System.out.println("Enter the type of pet: ");

type = scnr.next();

System.out.println("Enter the name of the pet: ");

name = scnr.next();

System.out.println("Enter the age of the pet: ");

age = scnr.nextInt();

System.out.println("Enter the weight of the pet: ");

weight = scnr.nextDouble();

// Create a new Pets object and stores it in the array

pet[i] = new Pets(type, name, weight, age);

}

// Displays the information about each pet

for(int i = 0; i < num; i++) {

System.out.println();

System.out.println("Pet's name: " + pet[i].name);

System.out.println("Pet's Age: " + pet[i].age);

System.out.println("Pet's Weight: " + pet[i].weight + " pounds");

System.out.println("Pet's Sound: " + pet[i].sound);

}

}

}

**Executing the Application:**







