CPSC 298: Introduction to C++
Interterm 2020
Programming Assignment 3: Classes
Due: Jan 30th, 2020 11:59pm

Reading
This assignment assumes you have read Ch. 7 of the ZyBook.

The Assignment
By now you should all know how to compile and run C++ programs within a Linux environment, so let's keep driving home the basics of the C++ language. Your assignment is to implement the following programming projects:

Problem 1: Create a class called Pet with all the necessary files (.h , .cpp, etc.) This class should have member variables *name* (string), *age* (int), type (['dog', 'cat']) (string) and *weight* (double). Make sure to include the appropriate accessor (getters), mutator (setters). Once the Pet class has been implemented, create two instances of Pet and print their details to console output.

So your deliverable is 1 .cpp files and a README.

A README is a text file that includes your name, student id # and any references you used for the assignment (i.e. textbook, online, colleague).

Due Date
This assignment is due at 11:59pm on 1-30-2020. Submit all source code to GitHub and a link to your repository to Blackboard. Please make sure to include all the required files (i.e. README, source files).

Grading
Assignments will be graded on correctness, adherence to style, and the inclusion of meaningful comments.