# Creating a Pet class

### Due: Demonstration due at the end of the class

Create the following class

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| **Pet**  Class |
| **Fields**  - name : string  - owner : string  - age : int  - description : string  - isHouseTrained : bool |
| **Methods**  + «constructor» Pet(name : string, age : int, description : string)  + ToString() : string  + SetOwner(newOwner : string) : void |

Description of members:

1. The fields are self-explanatory
2. The constructor takes three arguments and assigns them to the appropriate fields. It also initializes the fields owner to “no one” and isHousedTrained to false
3. The ToString() method returns a string fully describing the object.
4. The SetOwner simply assigns the argument to the appropriate fields

In your main method write the code to do the following:

1. Create three objects. You decide on the arguments
2. Use all the methods on the three objects.
3. If you want to see all the pets belonging to a certain person, how will you modify your class to do this? Do the necessary modification and then show all the pets from a single owner.