## Global Rain Logo

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# Summary Report Template

**Directions:** Place your pseudocode, flowchart, and explanation in the following sections. Before you submit your report, remove all bracketed [ ] text.

## Pseudocode

When you are done implementing the Pet class, refer back to the Pet BAG specification document and select either the pet check-in or check-out method. These methods are detailed in the Functionality section of the specification document.

Write pseudocode that lays out a plan for the method you chose, ensuring that you organize each step in a logical manner. Remember, you will not be creating the actual code for the method. You do **not** have to write pseudocode for both methods. Your pseudocode must not exceed one page.

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| If statement dog or cat – receive from user  If statement space or no space (30 dogs allowed & 12 cats allowed) (use list)  If statement for new or returning visitor  If returning then update information from user  If new then receive all the information from user  Receive length of stay from user  If grooming is required – receive from user  If stay for DOGS is over 2 days then groom else no groom  (NO GROOMING FOR CATS)  Finally assign pet for space. (In List) |

## Flowchart

Based on the pseudocode you wrote, create a flowchart using a tool of your choice for the method you selected. In your flowchart, be sure to include start and end points and appropriate decision branching, and align the flowchart to the check-in/check-out process. Your flowchart must be confined to one page.

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| A close up of a map  Description automatically generated |

## OOP Principles Explanation

Briefly explain how you applied object-oriented programming principles in the software development process. Your explanation should be one paragraph, or four to six sentences.

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| In this program we created we used a touch of almost basic concept. We used many different types of variables in this program to represent all of our different data types. We also used multiple classes inside of our program. We also utilize functions in more ways than one in this program. I applied if statements to the Check In function, this gives us our first interaction with the user inputting data. |