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Chapter 6 Algorithm Workbench #1

UML DIAGRAM

|  |
| --- |
| Pet |
| - name : String  - animal : String  - age : int |
| + setName(animalName : String) : void  + getName(animalType : String) : void  + setAnimal(animalAge : int) : void  + getAnimal() : String  + setAge() : String  + getAge() : int |

public class pet

{

private String name;

private String animal;

private int age;

public void setName(String animalName)

{

name = animalName;

}

public void setAnimal(int animalType)

{

animal = animalType;

}

public void setAge(int animalAge)

{

age = animalAge;

}

public String getName()

{

return name;

}

public String getAnimal()

{

return animal;

}

public int getAge()

{

return age;

}

}