

Tamagotchi emulator, a virtual pet that you must take care of. Pets have a Hunger Meter, Happy Meter and a Training meter to determine how healthy and well-behaved the pet is. Pet can die or run if their hunger, happy and training meter < 0 .

	Train	Feed	Clean
Hunger	-	+	-
Happy	-	-	+
Training	+	-	-

1. Add a New Pet
 - a. User must Input Pet Type between Dog or Cat
 - b. User must Input Pet Name
 - c. Generate a random number between 30-50 for Hunger, Happy and Training meter
2. Show All Pets
 - a. Show all Pets data (Pet Name, Pet Type, Hunger Meter, Happy Meter, Training Meter)
 - b. Validate if there is not data.
3. Train Pet
 - a. User must Input Pet Type between Dog or Cat
 - b. Input a Pet Name to Train
 - c. If the Pet Name exist, Generate a random number between 2-5 to increase Training Meter and Decrease Hunger and Happy Meter
4. Feed Pet
 - a. User must Input Pet Type between Dog or Cat
 - b. Input a Pet Name to Feed
 - c. If the Pet Name exist, Generate a random number between 2-5 to increase Hunger Meter and Decrease Happy and Training Meter
5. Clean Pet
 - a. User must Input Pet Type between Dog or Cat
 - b. Input a Pet Name to Clean
 - c. If the Pet Name exist, Generate a random number between 2-5 to increase Happy Meter and Decrease Hunger and Training

Your code must implement:

- a. Class and Object
- b. Constructor
- c. Encapsulation
- d. Inheritance
- e. ArrayList / Vector