

Fill in the blanks in the client program based on the class below.

```
#import <Foundation/Foundation.h>

_____ Dog: NSObject
{
}
@property int breedHeight;

@property _____ dogBreedName;
@property NSString* dogName;
@end

_____ Dog : NSObject
{
}
@synthesize breedHeight;
@synthesize dogBreedName;
@synthesize dogName;

_____

int main(int argc, const char * argv[])
{
    @autoreleasepool
    {
        NSLog(@"Enter the dog's height (from 1- 35)");
        int playerResponse = 0;

        _____ = [[Dog alloc] init];
        scanf("%i", &playerResponse);

        if (playerResponse >= 1 && playerResponse <= 15)
            [dog setDogBreedName:@"Chihuahua"];
        else if (playerResponse <= 25)
            [dog setDogBreedName:@"Golden Retriever"];
        else
            [dog setDogBreedName:@"Great Dane"];
    }
}
```