

OOP JAVA PROJECT

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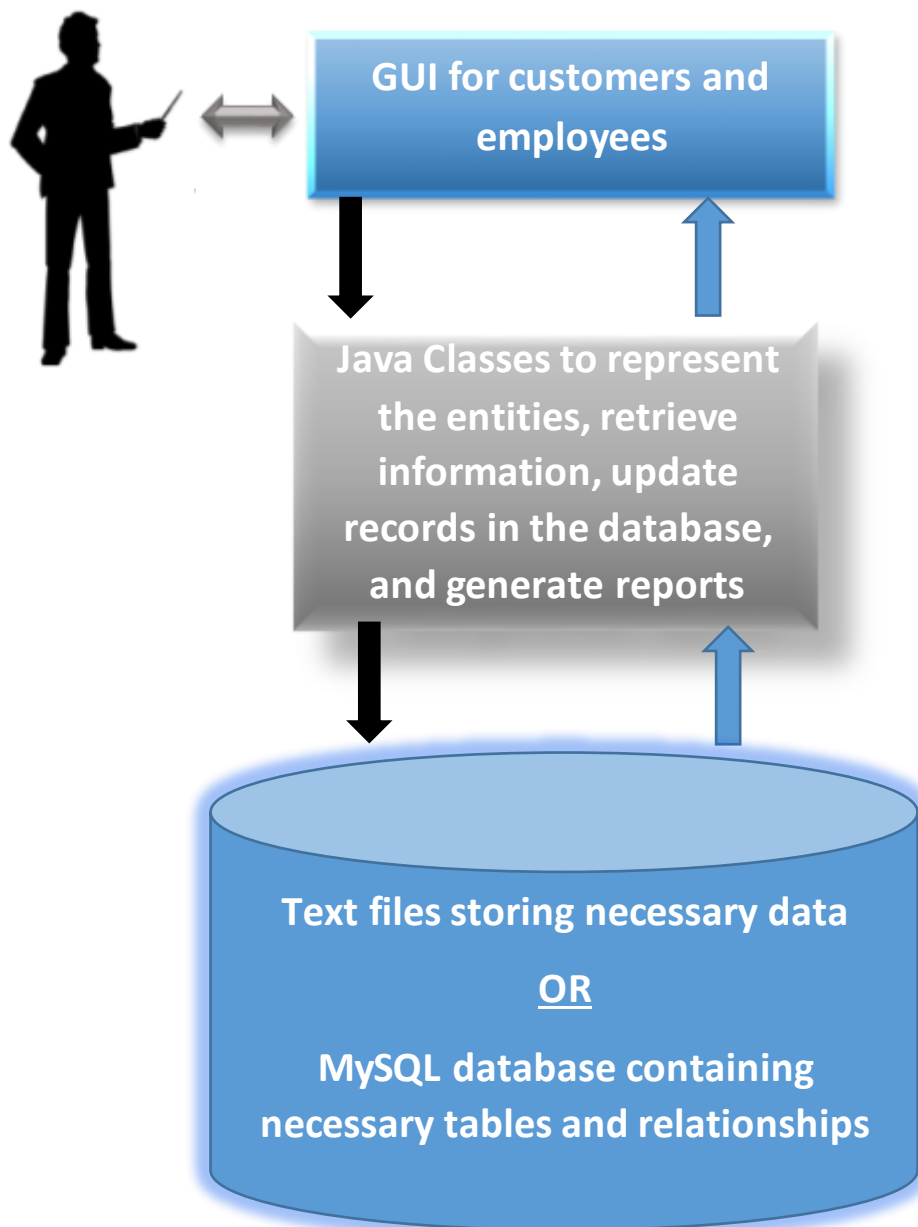
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Group C

Real estate management project


Goal:

The goal of the project is to write an application for a real estate management company which has buyers and sellers of real estate properties as their customers. The application will enable the buyers to advertise and the sellers to book viewings for the properties. The application will also support the real estate management to maintain its records for sale and customers.



Program Description:

In this program you will write a set of supporting classes for real estate management application. An example of GUI is shown below

Location		Property type	
<input type="text" value="Enter a town, city or postcode"/>		<input type="text" value="All properties"/> ▾	
Radius	2 miles	Min. price	Max price
		<input type="text" value="No min."/> ▾	<input type="text" value="No max."/> ▾
<input type="checkbox"/> Show Sold Subject to Contract (SSTC)		Min. bedrooms	Max bedrooms
		<input type="text" value="No min."/> ▾	<input type="text" value="No max."/> ▾
<div style="text-align: center;"><input type="button" value="Search"/></div>			

The application should allow the buyer/s to browse the available properties for sale. The buyer should also be able to book the viewing for the property of choice. The sellers will be able to add and cancel the viewings.

The estate agents will be able to introduce new properties, remove the sold properties and update the details of the currently existing properties.

The customer will be of two types: new customers or returning customers. New customers will be required to register while the existing ones can use the login that they have.

The application primarily involves details of the available properties, their details including location, size, features and price, as well as customer booking for viewings.

The application should be developed for three types of users:

1. Buyers – Browse through available properties, book viewings, send an offer etc.
2. Seller – Introduce new properties, delete or add viewings
3. Employees – Update the currently available properties, introduce new properties, add the viewings, maintain the customer records etc.

You are expected to design and develop the database for this application along with the Java classes necessary to implement the application.

Implementation requirements

- Necessary classes, methods and attributes should be designed using UML diagram notation. All the classes, methods and attributes should be explained in your documentation. Please discuss the design with me before you start implementation.
- You should be able to identify and introduce inheritance and aggregation relationship wherever applicable
- Necessary GUI screens should be added for successful execution.
- Records should be maintained in the database. Your Java code is expected to read and write to multiple tables as required. OR you can create the necessary text files.
- Every table/text file must be populated with at least 6 records.
- Above picture is an example of GUI. Your GUI does not have to look exactly same.

Deliverables

The deliverable should be a zipped file per team containing the following:

Java code: All the folders and files of the project developed on Eclipse or Netbeans with the sources, the executable .jar in mode graphics and Javadoc documentation with comments on classes and methods.

Resources

JDBC: <https://www.jmdoudoux.fr/java/dej/chap-jdbc.htm>, (Author: Jean-Michel Doudoux)

My SQL: <http://dev.mysql.com/doc/refman/5.7/en/>

Wireframe: <https://webdesign.tutsplus.com/articles/a-beginners-guide-to-wireframing--webdesign-7399>