Text

frame

Class1

base..ctor()

Car

+ brand: private string
+ model: private string
+ year: private int
+ owner: private Person
+ license_plate: private string
+ seatbelts: private int
+ diesel: private bool
+ Brand(string) : get

+ Brand(string): get
+ Model(string): get
+ Year(int): get
+ License_plate(string): get
+ Seatbelts(int): get
+ Diesel(bool): get
+ Owner(Person): get
+ giveUpOwnershipToThirdParty(Person person): void

Person

+ first_name: private strin
+ lats_name: private string
+ birth_date: private DateTime
+ address: private Address
+ alma_mater: private string
+ professional_degree: private string
+ rut: private string
+ parent1: private Person
+ parent2: private Person

+ First_name(string): get
+ Last_name(string): get
+ Birth_date(DateTime): get
+ Alma_mater(string): get
+ Professional_degree(string): get
+ Rut(string): get
+ Address(Address): get
+ Parent2(Person): get
+ Parent1(Person): get
+ changeFirstName(string new_name): void
+ changeLastName(string new_last_name): void
+ giveUpOwnershipToThirdParty(Person person): void
+ getAdopted(Person parent): bool
+ getAdopted(Person parent1, Person parent2): bool
+ getAbandoned(void)
+ setEducation(string alma_mater, string professional_degree): bool

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Address

+ street: private string
+ number: private int
+ commune: private string
+ city: private string
+ owner: private Person
+ year_of_construction: private int
+ bedrooms: private int
+ bathrooms: private int
+ backyard: private bool
+ pool: private bool

+ Street(string): get
+ Number(int): get
+ Commune(string): get
+ City(string): get
+ Yeat_of_contruction(int): get
+ Bedrooms(int): get
+ Bathrooms(int): get
+ Backyard(bool): get
+ Owner(Person): get
+ changeOwner(Person person): void
+ addBeedrooms(int amount): bool
+ addBathrooms(int amount): bool