Person

+ Alma_mater: string
+ Birth_date: DateTime
+ First_name: string
+ Last_name: string
+ Professional_degree: string
+ rut: string

+ changeFirstName(string): void
+ changeLastName(string: void
+ getAbandoned(): void
+ getAdopted(Person): bool
+ getAdopted(Person, Person): bool
+ giveUpOwnershipToThirdParty(person): void
+ setEducation(string, String): bool
+ getAlma_mater(): string
+ getBirth_date(): DateTime
+ getFirst_name(): string
+ getLast_name(): string
+ getProfessional_degree(): string
+ getrut(): string

Address

+ Backyard: bool
+ Bathrooms: int
+ Bedrooms: int
+ City: string
+ Commune: string
+ Number: int
+ Street: string
+Year_of_contruction: int

+ addBeedrooms(int): bool
+ addBathrooms(int): bool
+ changeOwner(Person): void
+ getBackyard(): bool
+ getBathrooms(): int
+ getBedrooms(): int
+ getCity(): string
+ getCommune(): string
+ getNumber(): int
+ getStreet(): string
+ getYear_of_contruction(): int

Car

+ Brand: string
+ Diesel: bool
+ License_plate: string
+ Model: string
+ Seatbelts: int
+ Year: int

+ giveUpOwnershipToThirdParty(Person): void
+ getBrand(): string
+ getDiesel(): bool
+ getLicense_plate(): string
+ getModel(): string
+ getSeatbelts(): int
+ getYear(): int