Person

First_name: string
Last_name: string
Birth_date: Date Time
Rut: string
Parent1: Person
Parent2: Person

getAdopted(Person parent): bool
getAbandoned(): void
changeLastName(string): void
giveUpOwnershipToThirdParty(ClassLibrary1.Person): void
changeFirstName(string): void
setEducation(string,string): bool
Person(string,string,DateTime,Classlibrary1.Adress,string,Classlibrary1,Per
getAdopted(Person,Person): bool

dispatch

return

Adress

street: string
comune: string
number: int
city: string
owner: Person
year_of_construction: int
bedrooms: int
bathrooms: int
backyard: bool
pool: bool

addBathrooms(int): void
addBedrooms(int): void
changeOwner(Person):void

Car

brand: string
model: string
year: int
owner: Person
license_plate: string
seatbelts: int
diesel: bool

giveUpOwnershipToThirdParty(Person): void