Person Address + First_name: string + Street: string + Last_name: string + Number: int + Birth_date: DateTime + City: string + Address: Address + Commune: string + Year_of_construction: int + Rut: string + Bedrooms: int + Parent1: Person + Pool: boolean + Parent2: Person + Bathrooms: int + Backyard: boolean + giveUpOwnershipToThirdParty(Person): void + Owner: Person + GetAbandoned(): void + AddBeedrooms(int): boolean + GetAdopted(Person): void + AddBathrooms(int): boolean + GetAdopted(Person, Person): void + ChangeOwner(Person): void + setEducation(string, string): boolean + ChangeFirstName(string): void + ChangeLastName(string): void

+ Brand: string
+ Model: string
+ Year: int
+ Owner: Person
+ License_plate: string
+ Seatbelts: int
+ Disel: boolean
+ giveUpOwnershipToThirdParty(Person): void