Car

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

+ giveUpOwnershipToThirdParty(Person person): void

Address

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

+ addBathrooms(int amount): bool
+ addBeedrooms(int amount):bool
+ changeOwner(Person person): void

Person

+ first_name:string
+ last_name:string
+ birth_date:Date Time
+ address:Address
+ rut:string
+ parent1:Person
+ parent2:Person

+ changeFirstName(string new_name): void
+ changeLastName(string new_last_name): void
+ getAbandoned(): void
+ getAdopted(Person parent): bool
+ getAdopted(Person parent1, Person parent2): bool
+ giveUpOwnershipToThirdParty(Person person): void
+ setEducation(string alma_mater, string professional_degree): bool