MonkeySoft

CRISTIAN SCAPIN | March 15, 2020

Residence {abstract}

#_code:string
#_address:string
#_meters:int
#_spaces:int

+Residence(code:string, address:string, meters:int,spaces:int) +ToString() returnType:string +PropertyTax() returnType:double {abstract}

PopularResidence

+ _salary:int

+ PopularResidence(code:string, address:string, meters:int, spaces:int, salary:int)
 + PropertyTax():double {override}
 + Equals(obj:object): bool {override}
 + Equals(residence:PopularResidence):bool
 + ToString():string

LuxuryResidence

- _energyClass:string- _terrainExtension:int
- + LuxuryResidence(code:string, address:string, meters:int, spaces:int, energyClass:string, terrainExtension:int)
 - + PropertyTax():double {override}
 - + Equals(obj:object): bool {override}
- + Equals(residence:PopularResidence):bool + ToString():string

MunicipalTerritory

- _name: string- _residences: List<Residences>

ResPerType

+ popular:int+ luxury:int

+ResPerType() + ToString():string