House would be an abstract and house would have wall roof floor methods and getters and setters then there would be class called conversion factory and in that would be a range of types of extensions such as:

Attic conversion’s

Garage conversion’s

Extension

And each one of these would return new type of conversion with it passed within it

Next there would be AtticConversion class and within this would be methods to convert an attic such as:

layFlooring()

putStiraIn()

installWindows()

this would be done for each of the conversions

