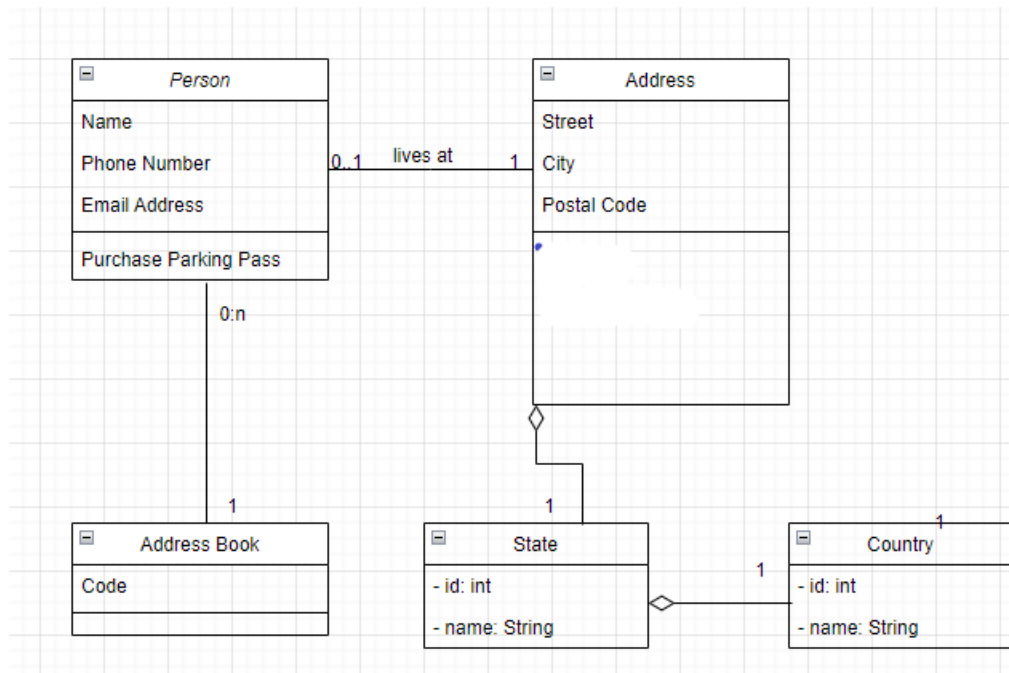# Práctica 3

Entornos de Desarrollo

Francisco Romero Gálvez

Clase Person

```java
public class Person {
    private String Name;
    private int Phone_number;
    private String Email_Adress;
    private Adress_Book adressbook;
    private Direction adress;

    public Person(String name, int phone_number, String email_Adress, Adress_Book
adressbook, Direction adress) {
        this.Name = name;
        this.Phone_number = phone_number;
        this.Email_Adress = email_Adress;
        this.adressbook = adressbook;
        this.adress = adress;
    }

    public void Purchase_parking_pass(){
        // Método creado como en la imagen
    }
}
```

Clase Adress Book

```java
import java.util.ArrayList;

public class Adress_Book {
    private int code;
    private ArrayList<Person> personadress;

    public Adress_Book(int code) {
        this.code = code;
    }
}
```

Clase Adress

```java
import java.util.ArrayList;

public class Direction {
    private String Street;
    private String City;
    private int Postal_Code;
    private Person vivirpersona;
    private State estado;

    public Direction(String street, String city, int postal_Code, Person vivirpersona,
State estado) {
        this.Street = street;
        this.City = city;
        this.Postal_Code = postal_Code;
        this.vivirpersona = vivirpersona;
        this.estado = estado;
    }
}
```

Clase State

```java
public class State {
    private int id;
    private String name;
    private Country pais;

    public State(int id, String name, Country pais) {
        this.id = id;
        this.name = name;
        this.pais = pais;
    }
}
```

Francisco Romero Gálvez

Clase Country

```java
public class Country {
    private int id;
    private String name;

    public Country(int id, String name) {
        this.id = id;
        this.name = name;
    }

}
```