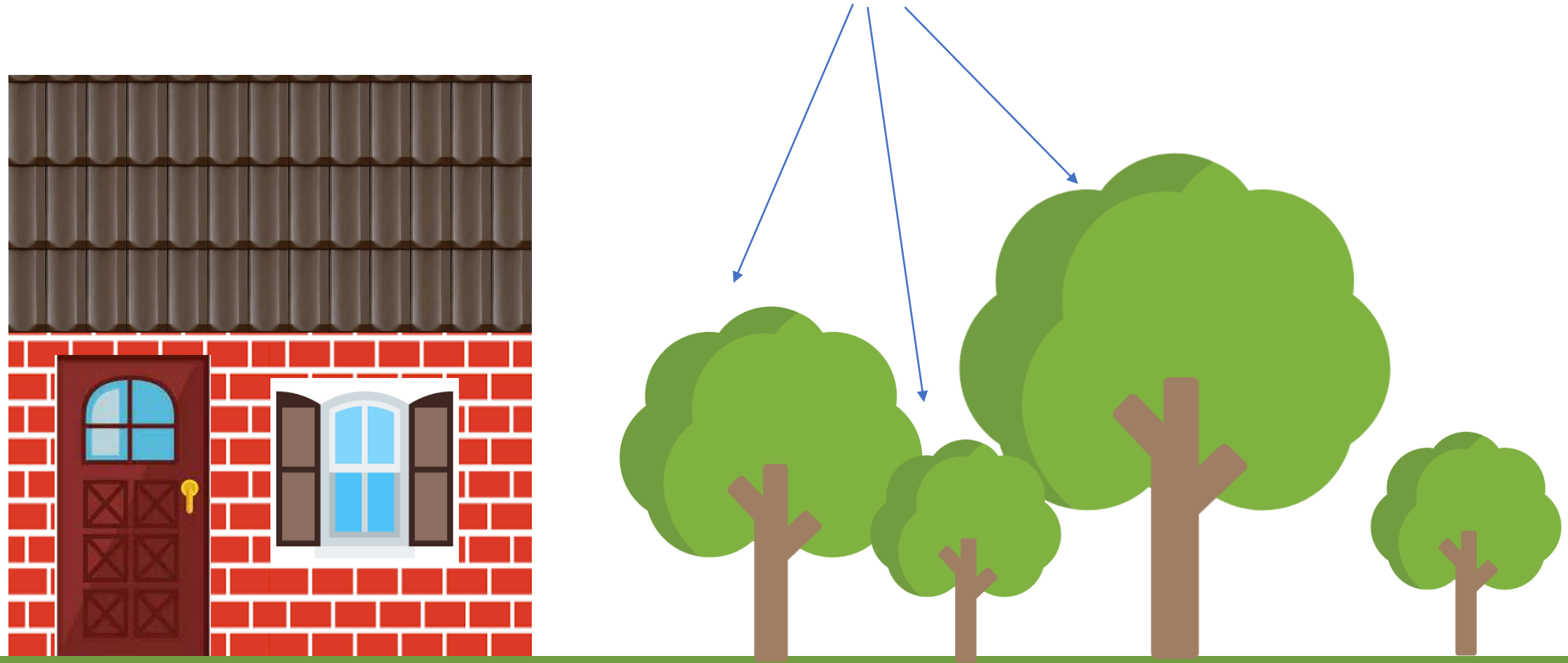
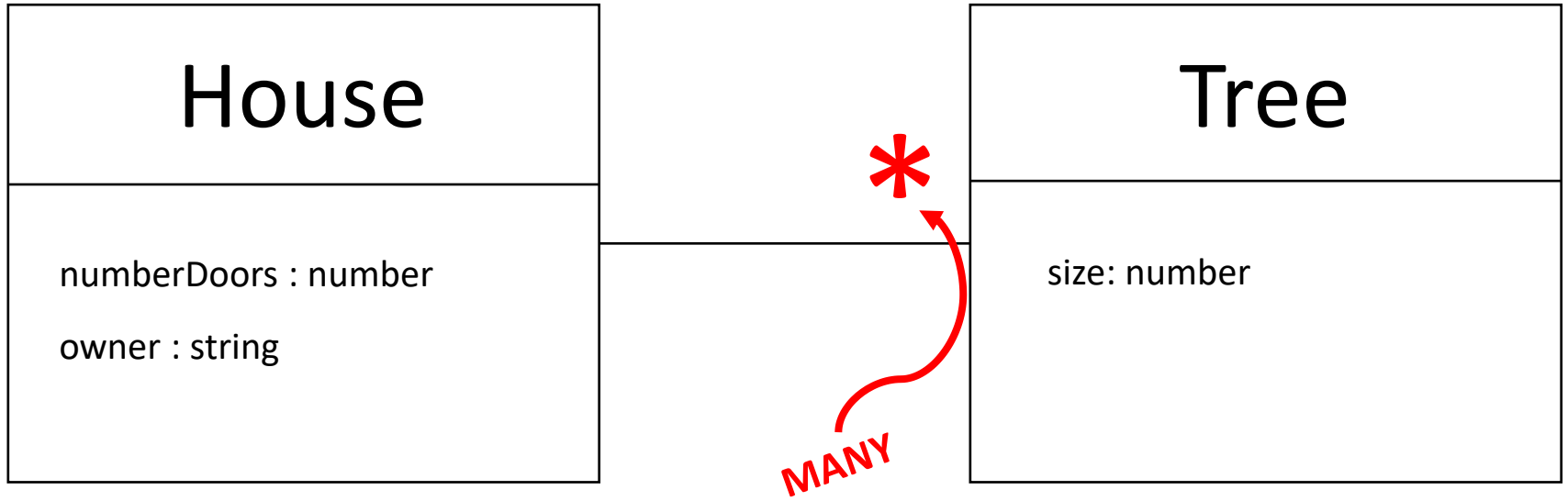
A house can have MANY tree

Each tree has a specific SIZE



In UML, we represent these 2 classes as follows:

Class diagram



In DART, we represent these 2 classes as follows:

```
class House {
  String address;
  List<Tree> trees;

  House(this.address, this.trees);
}
```

```
class Tree {
  String type;
  double height;

  Tree(this.type, this.height);
}
```

Add an **object** to a List

```
// Class Tree
class Tree {
  String type;
  double height;

  Tree(this.type, this.height);
}

// Class House
class House {
  String address;
  List<Tree> trees = [];  // by default empty

  House(this.address);

  void addTree(Tree newTree){
    this.trees.add(newTree);
  }
}
```

By default the list of trees
Is empty

We add the tree to the house

BUILD YOUR HOUSE

Following the previous code:

- Create your own house classes (window, roof, door etc..)
- Create different **kind of houses**