

```
//  
// RealmDataBaseStructure.swift AKA OWNER CLASS STRUCTURE  
// UI-Home Application  
//  
// Created by Sam Mazniker on 26/07/2019.  
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//
```

```
//OWNER STRUCTURE FOR REALM
```

```
import ObjectMapper  
import RealmSwift
```

```
class ServerOwnerResponse: Mappable {  
    var response = Owner()  
  
    required init?(map: Map) { }  
    func mapping(map: Map) {  
        response <- map["response"]  
    }  
}
```

```
class Owner: Object, Mappable {  
    @objc dynamic var full_name: String = ""  
    @objc dynamic var first_name: String = ""  
    @objc dynamic var last_name: String = ""  
    @objc dynamic var sex: Int = 0  
    @objc dynamic var bdate: String = ""  
    @objc dynamic var bdate_visibility: Int = 0  
    @objc dynamic var home_town: String? = nil  
    @objc dynamic var status: String? = nil  
    @objc dynamic var phone: String? = nil  
  
    let friends = List<User>()  
    let communities = List<Group>()  
  
    required convenience init(map: Map) {  
        self.init()  
        self.mapping(map: map)  
    }  
  
    func mapping(map: Map) {  
        first_name <- map["first_name"]  
        last_name <- map["last_name"]  
        sex <- map["sex"]  
        bdate <- map["bdate"]  
        bdate_visibility <- map["bdate_visibility"]  
        home_town <- map["home_town"]  
        status <- map["status"]  
        phone <- map["phone"]  
    }  
}
```

```
        full_name = "\({first_name.lowercased()} \({last_name.lowercased()}"  
    }  
}
```