

Code-Layout, Readability And Reusability

In this activity you are expected to develop & submit the developed code by testing it.

// Class Description: Provide a brief overview of the class purpose and functionality

```
public class PropertyManagementController {
```

```
    // Class Variables
```

```
    private List<Property__c> properties;
```

```
    // Constructor
```

```
    public PropertyManagementController() {
```

```
        properties = new List<Property__c>();
```

```
    }
```

```
    // Method to retrieve properties based on specific criteria
```

```
    public List<Property__c> getProperties(String location, Decimal minPrice, Decimal maxPrice) {
```

```
        // Add your logic to fetch properties based on the given criteria
```

```
        // Example:
```

```
        // properties = [SELECT Id, Name, Location__c, Pricec FROM Property__c WHERE Location__c = :location AND Pricec >= :minPrice AND Price__c <= :maxPrice];
```

```
        return properties;
```

```
    }
```

```
    // Method to handle property maintenance requests
```

```
    public void handleMaintenanceRequest(Property__c property, String issueDescription) {
```

```
        // Add your logic to create and assign maintenance requests for the selected property
```

```
    }
```

```
    // Other methods for lease management, financial calculations, and more
```

```
// Ensure to follow proper naming conventions and comments for better readability
```

```
// Add reusable helper methods as necessary
```

```
}
```