

```
pragma solidity >=0.8.0 < 0.9.0;
```

```
contract RealEstate{
```

```
    address payable mainowner=payable(msg.sender);
```

```
    address payable user;
```

```
    uint256 _total;
```

```
    uint256 amount;
```

```
    uint256 depositTime;
```

```
    uint256 tokens;
```

```
    uint256 withdraw_amount;
```

```
    uint256 public accumulation;
```

```
    uint256 public Token_Price;
```

```
    uint256 public Rent_per_Second;
```

```
    uint256 public StartTime;
```

```
    uint public decimals;
```

```
    string public apartment_name;
```

```
    string public apartment_symbol;
```

```
    mapping(address=>uint256) public balances;
```

```
    mapping(address=>uint256) public income;
```

```
event Deposit(address issuer,uint amount,uint time);  
event Withdraw(address _recipient,uint _amount,uint time);
```

```
constructor(string memory _propertyID, string memory _propertysymbol, uint256 total) {  
    balances[msg.sender]=total;  
    apartment_name=_propertyID;  
    apartment_symbol=_propertysymbol;  
    decimals = 18;  
    _total=total;  
    income[msg.sender]=0;  
  
}
```

```
function offerprice (uint256 _price) public{           //This must be in WEI  
    require(msg.sender==mainowner);  
    Token_Price=_price;  
  
}
```

```
function buytokens() public payable{                 //This is in WEI  
    tokens=msg.value/Token_Price;  
    balances[msg.sender]+=tokens;  
    balances[mainowner] -= tokens;  
    mainowner.transfer(msg.value);
```

```
}
```

```
function rent_per_second(uint256 price) public{           //has to be set in WEI
```

```
    require(msg.sender==mainowner);
```

```
    Rent_per_Second=price;
```

```
    StartTime=block.timestamp;
```

```
}
```

```
function getTime () public view returns(uint256 time){
```

```
    return block.timestamp;
```

```
}
```

```
function _topay() public view returns(uint256 time){
```

```
    return (block.timestamp - StartTime)*Rent_per_Second;
```

```
}
```

```
function payrent() public payable{
```

```
    uint minAmount = (block.timestamp - StartTime)*Rent_per_Second;
```

```
    require (msg.value >= minAmount);
```

```
    uint moneyToReturn = msg.value - minAmount;
```

```
    if(moneyToReturn > 0){
```

```
        user=payable(msg.sender);
```

```
        user.transfer(moneyToReturn);
```

```
    }
```

```
    accumulation += msg.value;
```

```
    emit Deposit(msg.sender,msg.value,depositTime);
```

```
}
```

```
function withdraw(address payable _to) public{
```

```
    require(block.timestamp>depositTime);
```

```
    if (balances[_to]>0)
```

```
        withdraw_amount=balances[_to]*accumulation/_total;
```

```
        income[_to]+=withdraw_amount;
```

```
        _to.transfer(withdraw_amount);
```

```
        accumulation -= withdraw_amount;
```

```
        emit Withdraw(_to,withdraw_amount,block.timestamp);
```

```
}
```

```
}
```