Imovel

id: int # valor: float

proprietario: String

rua: String

bairro: String

cidade: String

numero: int

quartos: int # banheiros: int

+ getId(): return int

+ setId(int): return void

+ getValor(): return float

+ setValor(float): return void

+ getProprietario(): return String

+ setProprietario(string): void

+ getRua(): return String

+ setRua(string): void

+ getBairro(): return String + setBairro(string): void

+ getCidade(): return String

+ setCidade(string): void

+ getNumero(): return int

+ setNumero(int): void

+ getOuartos(): return int

+ setQuartos(int): void

+ getBanheiros(): return int

+ setBanheiros(int): void

+ print(): void

+ Imovel(int, float, String, String, String,

String, int, int, int)

Casa

- andares: int
- sala jantar: boolean
- + getAndares(): return int
- + setAndares(int): void
- + getSalaJantar(): return boolean
- + setSalaJantar(bool): void
- / print(): void + Casa(int, float, String, String, String, String, int, int, int, int, boolean)

Apartamento

- andar: int
- taxa condominio: float
- elevador: boolean
- sacada: booeanl
- + getAndar(): return int
- + setAndar(int): void
- + getTaxaCondominio(): return float
- + setTaxaCondominio(float): void
- + getElevador(): return boolean
- + setElevador(bool): void
- + getSacada(): return boolean
- + setSacada(bool): void
- / print(): void
- + Apartamento(int, float, String, String, String, String, int, int, int, int, float, boolean, boolean)

Chacara

- salao_festa: boolean
- salao jogos: boolean
- campo futebol: boolean
- churrasqueira: boolean
- piscina: booeanl
- + getSalaoFesta(): return boolean
- + setSalaoFesta(boolean): void
- + getSalaoJogos(): return boolean
- + setSalaoJogos(boolean): void
- + getCampoFutebol(): return boolean
- + setCampoFutebol(boolean):
- + getChurrasqueira(): return boolean
- + setChurrasqueira(boolean): void
- + getPiscina(): return boolean
- + setPiscina(boolean): void
- / print(): void
- + Chacara(int, float, String, String, String, String, int, int, int, boolean, boolean, boolean, boolean)