Property

-area: double

-numberOfRooms: int

-neighborhood: string

-price: double

+ Property (area : double, numberOfrooms : int, neighborhood : string, price: double)

+ getArea() : double

+ getNumberOfRooms() : int

+ getNeighborhood() : string

+ getprice() : double

+ displayInfo() : void

RealEstateAgency

-properties: Property[]

- count: int

+ RealEstateAgency()

+ addProperty(propert: Property): void

+ removeProperty(index: int): void

+displayProperties() : void

+ Apartment(area: double, numberOfRooms: int, neighborhood: string, price: double, foolrNumber: int, hasParkingLot: boolean)

+ displayInfo: void

+ FurnishedApartment (area: double, numberOfRooms: int, neighborhood: string, price: double, furnitureQuality: int)

+ displayInfo: void

FurnishedApartment

-furnitureQuality : int

-floorNumber : int

-hasParkingLot : boolean

+ Villa(area: double, numberOfRooms: int, neighborhood: string, price: double, hasSwimmingPool: Boolean, numberOfAdjacent Streets: int)

+ diplayInfo: void

-hasSwimmingPool : Boolean

-numberOfAdjacent Streets : int

Villa

Apartment

Extends

Extends