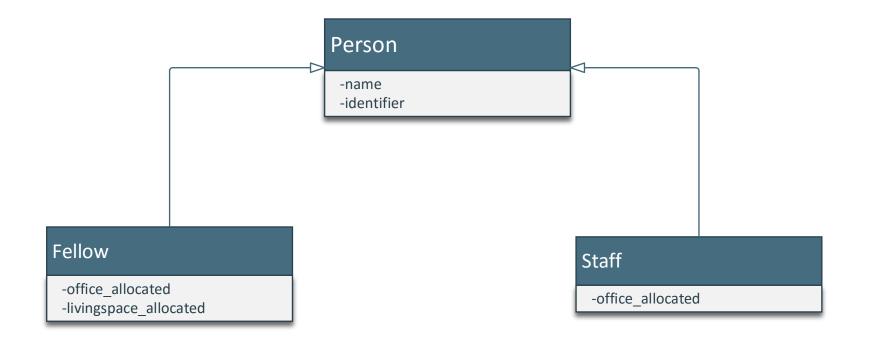
## Humans



## **Buildings**

## LivingSpace Room -people\_allocated -room\_capacity -room\_name +add\_person\_to\_room() -room\_type +remove\_person\_from\_room() Amity -rooms -available\_offices Office -available\_livingspaces -people\_allocated +add\_person\_to\_room() +remove\_person\_from\_room()