Record <<abstract>> Property # id : int + Record(int id) # agent: Agent Agent + boolean matches(int id) # owner: String - name: String + void show() # price : double // rental or sales price + Agent(int id, String name) # status : Status + String toString() + String toString() # propertyType: PropertyType; + Property(int id, Agent agent, String owner, double price, PropertyType type) + double income() # abstract double getIncome(); + boolean isRentalProperty(); + boolean isSalesProperty() + boolean isVacant() +String toString() SaleProperty <<enum>> Status RentalProperty VACANT, RENTED, SOLD - buyer: String tenant : String + RentalProperty(int id, Agent agent, String owner, double price, - actualSalePrice : double String tenant, Status status) + RentalProperty(int id, Agent agent, String owner, double price) + SaleProperty(int id, Agent agent, String owner, double price, <<enum>> PropertyType + void rent(String tenant, Agent agent) String buyer, Status status) SALES, RENTAL + double getIncome(); // override + SaleProperty(int id, Agent agent, String owner, double price) + String toString() + void sell (String buyer, Agent agent, double actualSalePrice) + double getActualSalePrice() + double getIncome();// override + String toString() Records Agency - NAME: String = "Rainbow Real Estate"; # id : int = 0:# LinkedList<Record> records = new LinkedList<Record>(); - agents: Agents - properties: Properties # Record find(int id) # void add(Record record) - char YES = 'Y' + int size() + Agency() //starting point of the app + void show() void menu() + String toString() - chat readAction(); void addProperty(PropertyType type) void addAgent () void rent() - void sell() **Properties Agents** void report() void show(); + Agent find(int id) + Property find(int id) void exit(); + void add() + void addProperty(Agent agent, String owner, double price, boolean confirm(); void help(); + String toString() PropertyType type) - void error(); - Agent findAgentById(); + double calcIncome(); +String toString() + String toString()