CommunicationAndMessaging

* Creating a Message object requires passing multiple parameters, leading to confusing method calls.
* Implement the Builder Pattern for better readability.
* MessagingService handled both storing and sending messaging which conflicts with the Sing Responsibility Principle.
* Extract Class (MessageRepository) to handle storing messages.
* Class printDetails() does too much.
* Extract Method (printBasicInfo(), printExtraInfo())
* Public fields in class Message.
* Make them private final.

**ReportV1**

* Property entity needs to pass information to create, leading to confusing method calls.
* Implement the Builder Pattern for better readability.
* Class FinancialReport has a method generateReport is doing too much things.
* Extract method printPropertySummary(), calculateTotal();
* Create PropertyBuilder for creating new Property.
* Classify Property in the code given is too specific and hard code.
* Create Comparator interface then implement class to classify Property + create Constrant about new type of class for the property, then create RankingProperty class which takes Property and Comparator to classify the Property through Comparator.
* Property class holds too much information.
* Add other class Owner to hold owner information and also create OwnerBuilder to handle the creation of Owner.