Factory Pattern PropertyController (Creator) Property (Product) <<abstract class>> + PropertyController(): + Property(String, String, String, String, String): ~ dbInstance: RentalDatabase creates + createProperty(): Property ... (getters and setters) addApartment(): void - addHouse(): void - addCondo(): void $\Delta \Delta \Delta$ HouseModel CondoModel

(Concrete Product B)

String, String, int, int, double):

+ HouseModel(String, String, String,

... (getters and setters)

(Concrete Product C)

String, String, String, int, int, double):

+ CondoModel(String, String, String,

... (getters and setters)

