**Real State – Identify conceptual classes**

Identify conceptual classes using categories list.

Physical object 🡪 Property, living property, commercial propery

**LIST OF REQUIREMENTS**

R1. Store info on properties available on each city where the R.E operates

R2. Software has to manage cities in …. countries

R3. Manage info of clients (ID, address, phone numbers…)

R4. 2 types of clients: Buyer, Seller

R5. For a seller: manage the properties that intends to sell

R6. Manage visits of buyer to properties helped by employes

R7. …. Employer

R8. Two types of properties living places, commercial

R9. For each property:

* Date put in public, address, initial price, final price one deal.

**TEXTUAL ANALYSIS**

1. Take all THE NOUNS in use cases/list of requirements – THEY WILL BE CANDIDATE FOR CONCEPTUAL CLASESS
2. DROP:

- Redundancy

- Vague concepts

- Names of attributes

- Name of operations

- Name of roles

(IN RED THE DROPPED NAMES, IN GREEN THE KEEPED ONES) + LIVING PROPERY AND COMMERCIAL PROPERTY

**RELATIONSHIPS IN DOMAIN MODEL (using kept classes)**

* A **property** is in a **city**
* A **city** is in a **country**
* **Seller** owns **a property**
* A **property** may be **visited**
* **Client** lives in a **city**
* **Buyer** can buy a **property**
* **Employee** shows the **property** to **the buyer** during a **visit**

**Client** is a generalization, **buyer and seller** are two types of clients. An object buyer is also an object client, as well as seller. A buyer has the attributes that client has and appear in buyer.

**A living property and commercial property** are subclasses of **property class.**

**NEXT SESSION**

Domain model for Chess

Start domain model of the project

* Conceptual classes
* Attributes
* Associaction/generalizations

