```
- _area : int
- _basePrice : int
- _price : double
- _address : char*
- _typeOfHouse : char*
- _rentingPrice : double
- _rentComission : int
- _rahn : double
- _rentingRate : double
- _rentingPeriod : int
- _sellingCondition : char*
- _sellCommision : int
- _sellPrice : double
- next: *house
house(int, int, char*,int, int, int, char*);
virtual double price()
double renting();
void calRahnAndRentingPrice();
double selling();
virtual void getHouseInformation() = 0;
friend bool search(house*, char*);
house* getNext();
void setNext(house* hs);
void setSellCommision(int x);
void setSellingCondition(char* );
void setRentCommision(int);
```

void setRentPeriod(int);

house

```
apartment

- _level: int
- _hasElevator: bool

- _next: apartment*

apartment(int, int, char*, int,
bool,int, int, int, char*);

double price();

void getHouseInformation();
```

```
villa
- _levels : int
- _gardenArea : int
- _next : villa*

villa(int, int, char*, int, int, int , int , int , char* );
double price();
void getHouseInformation();
```

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