

Design and implement a real estate listing management application using an object-oriented approach.

The application should cater to a real estate company's needs for managing their residential listings currently stored on paper forms.

Requirements:

- Data Management:
 - Capture and store details like owner name (first & last), address, price, square footage, and number of bedrooms for each property.
 - Organize data efficiently to handle multiple listings per owner (using combined first and last name as a key).
 - Store buyer details (name, phone number, email).
 - Associate interested buyers with specific properties.
- Functionality
 - Add a new property listing.
 - Update existing listing information.
 - Delete a property listing.
 - Search and display details of a specific property based on the owner's name.
 - Generate an alphabetical list of all property owners.
 - Retrieve and display information for a specific buyer, including their list of interested properties.
 - Display the list of potential buyers interested in a specific property.
- Design Principles:
 - Employ object-oriented principles like encapsulation and abstraction to achieve code reusability, flexibility, and maintainability.
- Diagrams:
 - Create a UML class diagram using the draw.io tool to illustrate the classes and their relationships.
 - Develop a user case diagram using draw.io to depict the interactions between user(s) and the application functionalities.