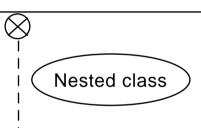
House

- houseColor: String
- hasBasement: boolean
- hasPool: boolean
- squareFootage: int
- floors: int
- bedrooms: int
- bathrooms: int
- garages: int
- House(houseBuilder: HouseBuilder): void
- + getHouseColor(): String
- + getBasement(): boolean
- + getPool(): boolean
- + getSquareFootage(): int
- + getFloors(): int
- + getBedrooms(): int
- + getBathrooms(): int
- + getGarages(): int



HouseBuilder

- houseColor: String
- hasBasement: boolean
- hasPool: boolean
- squareFootage: int
- floors: int
- bedrooms: int
- bathrooms: int
- garages: int
- + HouseBuilder(sqaureFootage: int, houseColor: String): void
- + withBasement(hasBasement: boolean): HouseBuilder
- + withPool(hasPool: boolean): HouseBuilder
- + withFloors(floors: int): HouseBuilder
- + withBedrooms(bedrooms: int): HouseBuilder
- + withBathrooms(bathrooms: int): HouseBuilder
- + withGarages(garages: int): HouseBuilder
- + build(): House