

Apartamento

- andar: int
- taxa_condominio: float
- elevador: bool
- sacada: bool

+ getAndar(): return int
+ setAndar(int): void
+ getTaxaCondominio(): return float
+ setTaxaCondominio(float): void
+ getElevador(): return bool
+ setElevador(bool): void
+ getSacada(): return bool
+ setSacada(bool): void
+ toString(): String

Casa

- andares: int
- sala_jantar: bool

+ getAndares(): return int
+ setAndares(int): void
+ getSalaJantar(): return bool
+ setSalaJantar(bool): void
+ toString(): String

Chácara

- salao_festa: bool
- salao_jogos: bool
- campo_futebol: bool
- churrasqueira: bool
- piscina: bool

+ getSalaoFesta(): return bool
+ setSalaoFesta(bool): void
+ getSalaoJogos(): return bool
+ setSalaoJogos(bool): void
+ getcCampoFutebol(): return bool
+ setCampoFutebol(bool): void
+ getChurrasqueira(): return bool
+ setChurrasqueira(bool): void
+ getPiscina(): return bool
+ setPiscina(bool): void
+ getSacada(): return bool
+ setSacada(bool): void
+ toString(): String

FuncoesUteis

+ leArquivo(): ArrayList<Imovel>
+ proprietario_tem_imovel(ArrayList<Imovel> , String): boolean
+ conjunto_valor(ArrayList<Imovel>, double): ArrayList<Imovel>
+ conjunto_quartos (ArrayList<Imovel>, int): ArrayList <Imovel>
+ conjunto_cidade (ArrayList<Imovel>, String): ArrayList<Imovel>
+ conjunto_apartamento (ArrayList<Imovel>): ArrayList <Imovel>
+ conjunto_casa (ArrayList<Imovel>): ArrayList <Imovel>
+ conjunto_chacara (ArrayList<Imovel>): ArrayList <Imovel>
+ conjunto_numero_imovel (ArrayList<Imovel>, int): ArrayList<Imovel>
+ conjunto_iteradores(ArrayList<Imovel>, String): ArrayList<Integer>
+ salva_aquivo_texto(ArrayList<Imovel>): void

TelaInicial

- imoveis: ArrayList<Imovel>
- javax.swing.JButton jButton1;
- javax.swing.JButton jButton2;
- javax.swing.JButton jButton3;
- javax.swing.JButton jButton4;
- javax.swing.JButton jButton5;
- javax.swing.JButton jButton6;
- javax.swing.JButton jButton7;
- javax.swing.JLabel jLabel1;
- javax.swing.JPanel jPanel1;

+ getImoveis(): ArrayList<Imovel>
+ jButton1ActionPerformed(java.awt.event.ActionEvent): void
+ jButton2ActionPerformed(java.awt.event.ActionEvent): void
+ jButton3ActionPerformed(java.awt.event.ActionEvent): void
+ jButton4ActionPerformed(java.awt.event.ActionEvent): void
+ jButton5ActionPerformed(java.awt.event.ActionEvent): void
+ jButton6ActionPerformed(java.awt.event.ActionEvent): void
+ jButton7ActionPerformed(java.awt.event.ActionEvent): void

Imóvel

- valor: float
- proprietário: string
- rua: string
- bairro: string
- cidade: string
- número: int
- quartos: int
- banheiros: int

+ getValor(): return float
+ setValor(float): void
+ getProprietario(): return string
+ setProprietario(string): void
+ getRua(): return string
+ setRua(string): void
+ getBairro(): return string
+ setBairro(string): void
+ getCidade(): return string
+ setCidade(string): void
+ getNumero(): return int
+ setNumero(int): void
+ getQuartos(): return int
+ setQuartos(int): void
+ getBanheiros(): return int
+ setBanheiros(int): void
+ toString(): String
+ compareTo(Imovel): int

<<tela>>
NumerolImovel

- tela: TelaInicial
- javax.swing.JButton jButton1;
- javax.swing.JLabel jLabel1;
- javax.swing.JLabel jLabel2;
- javax.swing.JScrollPane jScrollPane1;
- javax.swing.JTextArea jTextArea1;
- javax.swing.JTextField jTextField1;

+ jButton1ActionPerformed(java.awt.event.ActionEvent): void
+ formWindowClosed(java.awt.event.WindowEvent): void

<<tela>>
Proprietario

- tela: TelaInicial
- javax.swing.JButton jButton1;
- javax.swing.JLabel jLabel1;
- javax.swing.JScrollPane jScrollPane1;
- javax.swing.JTextArea jTextArea1;
- javax.swing.JTextField jTextField1;

+ jButton1ActionPerformed(java.awt.event.ActionEvent): void
+ formWindowClosed(java.awt.event.WindowEvent): void

<<tela>>
Valor

- tela: TelaInicial
- javax.swing.JButton jButton1;
- javax.swing.JLabel jLabel1;
- javax.swing.JScrollPane jScrollPane1;
- javax.swing.JTextArea jTextArea1;
- javax.swing.JTextField jTextField1;

+ jButton1ActionPerformed(java.awt.event.ActionEvent): void
+ formWindowClosed(java.awt.event.WindowEvent): void

<<tela>>
NumeroQuartos

- tela: TelaInicial
- javax.swing.JButton jButton1;
- javax.swing.JLabel jLabel1;
- javax.swing.JScrollPane jScrollPane1;
- javax.swing.JTextArea jTextArea1;
- javax.swing.JTextField jTextField1;

+ jButton1ActionPerformed(java.awt.event.ActionEvent): void
+ formWindowClosed(java.awt.event.WindowEvent): void

<<tela>>
TipoImovel

- tela: TelaInicial
- javax.swing.JButton jButton2;
- javax.swing.JButton jButton3;
- javax.swing.JButton jButton4;
- javax.swing.JLabel jLabel1;
- javax.swing.JScrollPane jScrollPane1;
- javax.swing.JTextArea jTextArea1;

+ jButton2ActionPerformed(java.awt.event.ActionEvent): void
+ jButton3ActionPerformed(java.awt.event.ActionEvent): void
+ jButton4ActionPerformed(java.awt.event.ActionEvent): void
+ formWindowClosed(java.awt.event.WindowEvent): void

<<tela>>
Cidade

- tela: TelaInicial
- javax.swing.JButton jButton1;
- javax.swing.JLabel jLabel1;
- javax.swing.JScrollPane jScrollPane1;
- javax.swing.JTextArea jTextArea1;
- javax.swing.JTextField jTextField1;

+ jButton1ActionPerformed(java.awt.event.ActionEvent): void
+ formWindowClosed(java.awt.event.WindowEvent): void

<<tela>>
TodosImoveis

- tela: TelaInicial
- javax.swing.JButton jButton1;
- javax.swing.JButton jButton2;
- javax.swing.JScrollPane jScrollPane1;
- javax.swing.JTextArea jTextArea1;

+ jButton1ActionPerformed(java.awt.event.ActionEvent): void
+ jButton2ActionPerformed(java.awt.event.ActionEvent): void
+ formWindowClosed(java.awt.event.WindowEvent): void