

Home
Acrerage: type
kitchen: Kitchen
bathroom: Bathroom
numBathrooms:int
numBedrooms: int
bedrooms: Bedroom[]
bathrooms: Bathroom[]
+ setKitchen(Kitchen):void
+ setBedroom(Bedrooms[]): void
+ setBedroom(Bedrooms[]): void

Bathroom
- shower: Boolean
- tub: boolean
- bidet: boolean
- length: double
- width: double
- height: double
+ method(type): type

Kitchen
- length: double
- width: double
- fridgeMake: String
- fridgeModel: String
- hasIsland: boolean
- stoveMake: String
- stoveModel: String
- height: double
+ method(type): type

Bedroom
- length: double
- width: double
- height: double
- bedType: String
- walkInCloset: Boolean
+ method(type): type
