Estate Agency

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**ABSTRACT:**

Estate Agency Management System is a user-friendly contact and property manager for real estate professionals. Save time and sell more by empowering to easily keep track of leads, manage listings, and market to new prospects.

Estate Agency Management System is complete end to end solution to cover all aspects of Estate Agent day to day activity and Property buying selling procedure for small and large organization.

The basic objective of developing this project is:

• Maintain client details line contact details, required property details, client type like "for rent" and "for sale" client. Price limit. Preference.

• Maintain property details, such as property address, property description, price, facilities available.

• System has powerful logical access management in place, each user must be identified by login id and strict password policy is applied to secure the system.

**MOTIVATION:**

The main objective of this paper is to give idea of e-property. Generally, when we want to buy/sell property some of us go to real estate professionals. These real estate professionals collect all the details which we are interested in. These details are collected manually and may lead to some problems like misplacing etc. In order to avoid these problems, e-property has been developed. E-property is defined as property management system which can be used by real estate professionals to save time. By using this system, we can collect all the details of client and property.

**FUNCTIONALITY:**

The program is divided into 5 modules which includes:

**Admin**: This class contains many functions like login, edit profile, assign agents, display agents.

**Agents**: This class is used to make child classes of Alpha, Beta and Gamma. These are the types of agents. This class contains basic accessors and nutators. Along with that, it has also functions to calculate agents’ fees.

**Client**: This class is divided into buyer and seller. Both classes can choose their choice of agent, through which they can access location database and make changes.

**Property**: This class is divided into for sale and for rent.

Both classes have their attributes and can perform many actions such as read location database, edit it.

**Main**: This is to drive all the functionality of program as whole.

**OOP CONCEPTS:**

**Encapsulation**: binding of properties to functions.

**Inheritance**: between person and agent and agent and alpha beta gamma and between property and sale and rent.

**Polymorphism**: In location and agent class.

**Overloading**: constructor overloading and operator overloading in alpha, beta and gamma.

**Overriding**: (polymorphism)

**Friend Functions**

**Composition:** between agents and clients