**Class Playground ():**

Playground or simply a playland is a place usually for kids to have fun. Playland consists of children’s parents and kids. There are couple of entities mentioned here along with all the actions they can perform. (Entities as variables and actions as methods).

Class Playground()

Private int totalPeople;

Private int totalMale;

Private int totalFemale;

Private int totalChildren;

Private int noOfSwings;

Private int areaOfPark;

**UML**

Public void playWithOtherChildren(Playground p1, Playground p2)

Public void eat()

Public void play()

public void useSwings()

**Class House():**

House or home consists of people as family members. There are entities mentioned here like total number of people in the family, male and female members etcetera. All the members can perform various tasks mentioned (Entities as variables and actions as methods).

**UML**

Class House()

Private int totalPeople;

Private int totalMaleMembers;

Private int totalFemaleMembers;

Public void spendTimeWithFamily()

Public void eat()

Public int sleepHours()

public void study()

Private string name;

Private string contact;

Private int noOfAc;

**Class Airport():**

As from the name Airport is a place for people to travel to other countries or people from other countries can travel to your country. Airport has a whole lot of entities that can be mentioned but I mentioned the most generic ones. (Entities as variables and actions as methods).

**UML**

Class Airport()

Private int totalPeople;

Private int totalDepartures;

Private int totalArrivals;

Private string name;

Private string contact;

Private string passportNo;

Public void depart()

Public void arrive()

public void travelWith(Airport a\_prime)

Public void caughtCriminals()

**Class Classroom()**

Every school has class rooms. We have teachers, and some other entities as well. Teachers can teach and students can learn and do other things as well. (Entities as variables and actions as methods).

**UML**

Public void doPresentation()

Public boolean checkIfProjectorWorks()

Public void countPresentStudents()

public void workTogether(Classroom c\_prime)

Private int numberOfProjectors;

Private int numberOfDesks;

Private int numberOfStudents;

Private string name;

Private string registrationNumber;

Private int numberOfBulbs;

Class Classroom()

**Class Office():**

Class Office()

Public void dealWithClients()

Public void work()

Public void eat()

public void projectWork(office o\_prime)

Private string email;

Private int deskNo;

Private int salary;

Private string name;

Private string phoneNumber;

Private string address;

There are different types of offices for people to work. We have generic things like rooms, employees, number of air conditioners, fans and all that stuff. Generic stuff is mentioned as (Entities as variables and actions as methods).

**UML**