1. **Team “Goshenite” Participants**
2. Anthony Dragomanov - dragomanov
3. Ivelin Stanchev - teleriknetwork
4. Yordan Bonev – Yordan.Bonev
5. Krasimira Tsekova - KrasiTsekova
6. Todor Todorov – ttitto
7. **URL**

<http://code.google.com/p/residential-manager/>

1. **Project purpose**

The project has been intended to help the Administrative board of a commonhold to manage the processes in it.

* Add and remove commonhold objects – Apartments, Buildings, Garages etc.
* Add and remove people that are related to the processes in the commonhold
* Choose and change the House keeper, Cashier, the members of the Administrative Board and the Supervisory Board
* Manage data from Commonhold’s general meetings and other common events
* Calculate the taxes of the owners or tenants of commonhold’s objects and money management
* Create documents (Messages, Protocols, Contracts, Legal documents etc.) and save them in a document’s archive.

The UI is realized as six horizontal tabs that separate the common information and five main functionalities of the program: **Commonhold’s objects, Inhabitants, Money management, Commonhold’s management, Documents**. After clicking the corresponding button at the left side are created dynamically buttons with concrete functionality.

The data is saved in txt-files. Some of the methods reading and writing to the files are encapsulated so that another data source can be easily implemented.

1. **Class Diagrams**



