Video

- int: ID
- string: title
- float: rating

+ getRating(): float

Movie

- float: length
- Genre: genre

+ getRating(): float
+ getTitle(): string

Series

- vector<Episode>: episodes
- Genre: genre

+ getRating(): float
+ getTitle(): string

Episode

- int: season
- float: length

+ getRating(): float
+ getTitle(): string

VideoEngine

- vector<Movies>: movies
- vector<Series>: series

+ addMovie(ID: int, title: string, genre: Genre, rating: float, length: float): void
+ addSeries(ID: int, title: string, genre: Genre, rating: float): void
+ addEpisode(ID: int, title: string, rating: float, season: int, length: float, seriesTitle: string): void
+ printMovies(): void
+ printSeries(): void
+ printByTitle(videoTitle: string): void

<<enumeration>>
Genre

drama
action
mystery

string: genreName