|  |
| --- |
| Movie |
| -Actor lead  -Actor support  -Budget budget  -Director director  -Script script  -string releaseDate  -float rating  -string title |
| +Movie(Budget newBudget, Director newDirector, Script newScript, Actor newLead, Actor newSupport, string newRelease, float newRating, string newTitle)  +Actor getLead()  +Actor getSupport()  +Budget getBudget()  +Director getDirector()  +Script getScript()  +string getRelease()  +float getRating()  +string getTitle() |

Actor connects to movie

|  |
| --- |
| Actor |
| -string name  -int age  -string characterName  -bool awardWinning |
| +Actor(string actorName, int actorAge, string actorCharacter, bool hasAward)  +string getName()  +int getAge()  +string getCharacter()  +bool getAward()  +void print() |

Budget connects to movie

|  |
| --- |
| Budget |
| -float talentBudget  -float productionBudget  -float marketBudget |
| +Budget(float talent, float production, float market)  +float getTalent()  +float getProduction()  +float getMarket()  +float getTotalBudget()  +float forcastReturn(float percentReturn)  +void print() |

Director connects to movie

|  |
| --- |
| Director |
| -string name  -int age  -string previousMovie |
| +Director(string dirName, int dirAge, string dirPrevious)  +string getName()  +int getAge()  +string getPrevious()  +void print(); |

Script connects to movie

|  |
| --- |
| Script |
| -string workingName  -string writer  -string genre  -string licenseIP |
| +Script(string workName, string whoWrote, string whatGenre, string license)  +string getWorkName()  +string getWriter()  +string getGenre()  +string getLicense()  +void print() |