

## EntityList

# \$entities

- + \_\_construct()
- + add()
- + remove()
- + removeAt()
- + get()
- + tryGet()
- + getIterator()
- + load()
- + save()
- + markAllAsDeleted()
- + markAllAsUpdated()
- + delete()
- + setValue()
- + setValues()
- + getByKeyValue()
- + getValue()
- + getValues()
- + getEntities()
- + find()
- + getTotal()
- + getTypes()
- + getTableName()
- + getPrimaryKeys()
- + getColumns()
- + getType()
- # buildSelectionQuery()

UserList

```
classDiagram
    class EntityList {
        +__construct()
        +add()
        +remove()
        +removeAt()
        +get()
        +tryGet()
        +getIterator()
        +load()
        +save()
        +markAllAsDeleted()
        +markAllAsUpdated()
        +delete()
        +setValue()
        +setValues()
        +getByKeyValue()
        +getValue()
        +getValues()
        +getEntities()
        +find()
        +getTotal()
        +getTypes()
        +getTableName()
        +getPrimaryKeys()
        +getColumns()
        +getType()
        #buildSelectionQuery()
    }
    class UserList
    EntityList <|-- UserList
```

The diagram illustrates a class hierarchy. At the top is the 'EntityList' class, which contains a large list of public methods (indicated by '+' signs) and one protected method (indicated by a '#' sign). Below it is the 'UserList' class, represented by a rectangle divided into three horizontal sections. A blue arrow with an open triangular head points from the 'UserList' class up to the 'EntityList' class, signifying that 'UserList' inherits from 'EntityList'.