

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()
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        +getValues()
        +getEntities()
        +find()
        +getTotal()
        +getTypes()
        +getTableName()
        +getPrimaryKeys()
        +getColumns()
        +getType()
        #buildSelectionQuery()
    }
    class UserList
    EntityList <|-- UserList
```

The diagram shows a class hierarchy where UserList inherits from EntityList. EntityList is the base class with a comprehensive set of methods for managing a list of entities. UserList is a specialized class that inherits all these methods. The UserList class is represented by a rectangle with three horizontal compartments, with the top compartment containing the class name.