«Entity» TrainingModule
+ code: String {NotBlank, Unique, Pattern [[A-Z]{1,3}-[0-9]{3}]}
+ creationMoment: Date {NotNull,Past,Temporal(TIMESTAMP)}
- details: String {NotBlank, Length(1,100)}
+ difficultyLevel: DifficultyLevel {NotNull}
- updateMoment: Date {Temporal(TIMESTAMP)}
- link: String {URL, Length(0,255)}
+ estimatedTotalTime: Integer {NotNull}

«Enum» DifficultyLevel
+ BASIC
+ INTERMEDIATE
+ ADVANCED

«Form» DeveloperDashboard
+ totalTrainingModuleWithUpdateMoment: int
+ totalNumberOfTrainingSessionsWithLink: int
- averageTrainingModuleTime: Double
- deviationTrainingModuleTime: Double
+ minimumTrainingModuleTime: double
+ maximumTrainingModuleTime: double

«Role» Developer
+ degree: String {NotBlank, Length(1,75)}
+ specialisation: String {NotBlank, Length(1,100)}
+ listOfSkills: String {NotBlank, Length(1,100)}
- link: link {URL, Length(0,255)}
+ email: String {Email, NotBlank, Length(1,255)}

Has -> 0..* 1

Has -> 1 0..*

La relación de Developer con los trainings se pide en el D03

«Entity» TrainingSession
+ code: String {NotBlank, Unique, Pattern [TS-[A-Z]{1,3}-[0-9]{3}]}
+ startTime: Date {NotNull, Temporal(TIMESTAMP)}
+ endTime: Date {NotNull, Temporal(TIMESTAMP)}
+ location: String {NotBlankLength(1,75)}
+ instruction: String {NotBlank, Length(1,75)}
+ contacEmail: String {Email, NotBlank, Length(1,255)}
+ link: furtherInformationLink {URL, Length(0,255)}
+ estimatedTotalTime: Integer {NotNull}

Para la creación del periodo se ha creado los atributos startDate y endDate, para poder calcular una semana justo desde el creationMomento, y luedo comprobar la duración del trainingSession