

- «Entity» TrainingModule code: String {Not Blank, Unique, Pattern}
- creationMoment: Date {Past}
- details: String {Not Blank, Max(100)}
- difficultyLevel: DifficultyLevel
- updateMoment: Date {Past}
- optionalLink: String

updateMoment

creationMoment

finishMoment

must be after

startMoment

must be after

- / totalTime: Integer {Transient}
- draftMode: Boolean

«Entity» **TrainingSession**

1..*

- code: String {Not Blank, Unique, Pattern}
- startMoment: Date
- finishMoment: Date
- location: String {Not Blank, Max(75)}
- instructor: String {Max(75)}
- contactEmail: String {Not Null, Email-Pattern}
- optionalLink: String

- degree: String {Not blank, Max(75)}
- specialisation: String (Not blank, Max(100))
- skills: String {Not blank, Max(100)}
- email: String {Email-Pattern}
- optional link: String

operated by

0..*

operated by

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DeveloperDashboard

- numTrainingModulesUpdated: Integer
- numTrainingSessionsLink: Integer
- avgTrainingModulesTime: Double
- devTrainingModulesTime: Double
- minTrainingModulesTime: Double
- maxTrainingModulesTime: Double