«Enumeration» DifficultyLevel
- "Basic"
- "Intermediate"
- "Advanced"

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

updateMoment must be after creationMoment

«Role» DeveloperRole
- degree: String {Not blank, Max(75)}
- specialisation: String {Not blank, Max(100)}
- skills: String {Not blank, Max(100)}
- email: String {Email-Pattern}
- optionalLink: String

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

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startMoment must be at least a week after creationMoment

finishMoment must be after startMoment

«Form» DeveloperDashboard
- numTrainingModulesUpdated: Integer
- numTrainingSessionsLink: Integer
- avgTrainingModulesTime: Double
- devTrainingModulesTime: Double
- minTrainingModulesTime: Double
- maxTrainingModulesTime: Double