## «Enumeration» «Entity» **Training Module** difficultyLevel - "Basic" - code: String {Pattern, Not Blank, Unique} - "Intermediate" - creationMoment: Date {Past} - details: String (Not Blank, Max(100)) - "Advanced" - difficultyLevel: difficultyLevel 0 ..\* - link: String {Url-Pattern} - totalTime: Double

