

<<Value Object>>

BaseEntityId

- id: Integer

+ equals(Object): Boolean

+ hashCode(): Integer

+ id(): Integer

- setId(Integer): void

<<Entity>>

BaseEntity

- id: BaseEntityId

+ <init>(): void

+ getId(): BaseEntityId

+ setId(BaseEntityId): void

+ isNew(): boolean

+ equals(Object): Boolean

+ hashCode(): Integer

<<Entity>>

Person

- firstName: PersonFirstName

- lastName: PersonLastName

+ <init>(): void

+ getFirstName(): PersonFirstName

+ setFirstName(PersonFirstName): void

+ getLastName(): PersonLastName

+ setLastName(PersonLastName): void

+ equals(Object): Boolean

+ hashCode(): Integer

<<Entity>>

NamedEntity

- name: String

+ <init>(): void

+ getName(): NamedEntityName

+ setName(NamedEntityName): void

+ toString(): NamedEntityName

+ equals(Object): Boolean

+ hashCode(): Integer

<<Value Object>>

PersonFirstName

- firstName: String

+ equals(Object): Boolean

+ hashCode(): Integer

+ firstName(): String

- setFirstName(String): void

<<Value Object>>

PersonLaststName

- lastName: String

+ equals(Object): Boolean

+ hashCode(): Integer

+ lastName(): String

- setLastName(String): void

<<Value Object>>

NamedEntityName

- name: String

+ equals(Object): Boolean

+ hashCode(): Integer

+ name(): String

- setName(String): void