

<<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