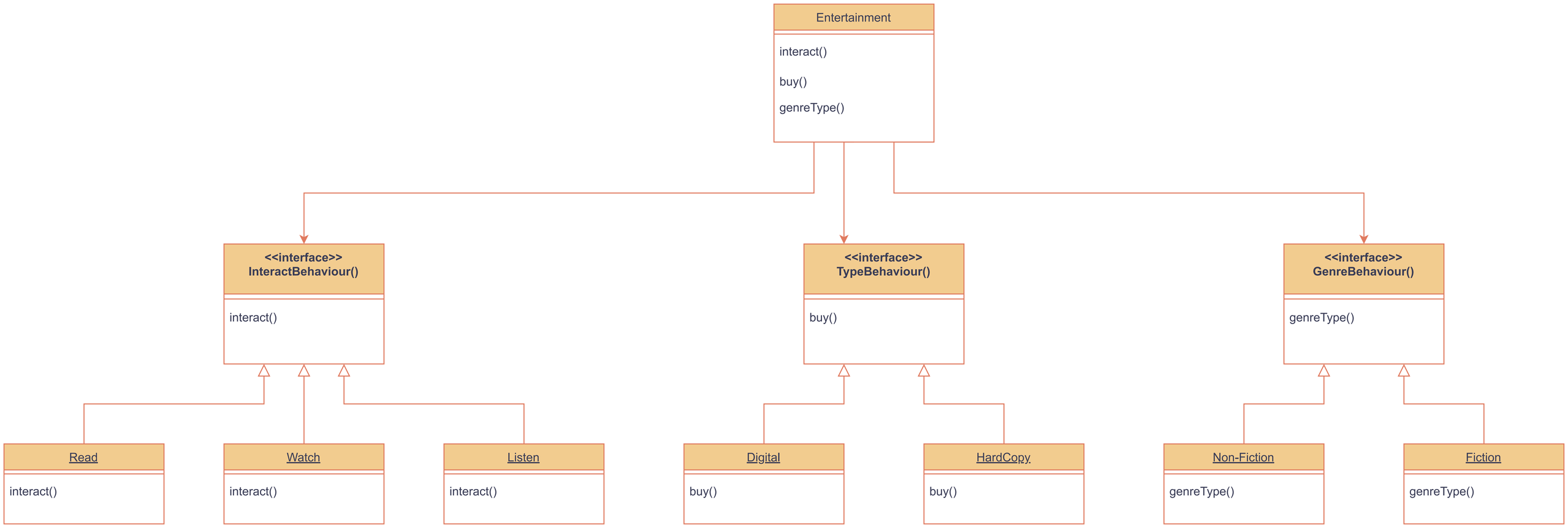
UML Diagram


Entertainment
interact()
buy()
genreType()
<<interface>>
InteractBehaviour()
interact()
<<interface>>
TypeBehaviour()
buy()
<<interface>>
GenreBehaviour()
genreType()
Read
interact()
Watch
interact()
Listen
interact()
Digital
buy()
HardCopy
buy()
Non-Fiction
genreType()
Fiction
genreType()