Video
<>

id : string
name : string
lenght : float
genre : vector<string*>
rating : int

+ Video(string, string)
+ Video(string, string, float, string[ ], int)
+ setId(string) : void
+ getId() : string
+ setName(string) : void
+ getName() : string
+ setLenght(float) : void
+ getLenght() : float
+ setGenre(string[ ]) : void
+ getGenre() : vector<string*>
+ setRating(int) : void
+ getRating() : int

Season

- id : string
- title : string
- episodes : vect<Episode*>

+ Season(string, string)
+ setId(string) : void
+ getId() : string
+ setTitle(string) : void
+ getTitle() : string
+ setEpisode(string, string, float, int) : void
+ getEpisodes() : vect<Episode*>

Series

- seasons[ ] : vect<Season*>

+ Series(string, string, float, string[ ], int)
+ setId(string) : void
+ setSeason(string, string, string[ ], string[ ], float[ ], int[ ]) : void
+ getSeasons(int) : vect<Season*>

Movie

+ Movie(string, string, float, string[ ], int)
+ setId(string) : void

Episode

- id : string
- name : string
- lenght : float
- rating : int

+ Episode(string, string, float, int)
+ setId(string) : void
+ getId() : string
+ setName(string) : void
+ getName() : string
+ setLenght(float) : void
+ getLenght() : float
+ setRating(int) : void
+ getRating() : int