## # rating : int + Video() + Video(string, string) + Video(string, string, float, string[], int) + setId(int) : void + getId(): int + setName(string) : void + getName() : string + setLenght(float) : void + getLenght() : float + setGenre(string[]) : void + getGenre() : string[] + setRating(int) : void + getRating() : int Season Series Movie - title : string - episodes[]: Episode - seasons[]: Season + Season() + Series() + setTitle(string) : void + setSeason(string, string[], string[], float[], int[]): void + getTitle() : string + getSeason(int) : Season + setEpisode(string, string, float, int) : void + getEpisodes() : Episode[] + Movie() + Movie(string, string, float, string[], int) Episode - id : string - name : string - lenght : float - rating : int + Episode() + Episode(string, string, float, int) + setId(int) : void

+ getId(): int

+ setName(string) : void + getName() : string + setLenght(float) : void + getLenght() : float + setRating(int) : void + getRating() : int Video

# id : string
# name : string
# lenght : float
# genre[] : string