

Package `com.mapmyjourney.backend.model`

Class User

`java.lang.Object`
`com.mapmyjourney.backend.model.User`

`@Entity`
`public class User`
`extends Object`

Entidad que representa un usuario en el sistema. Un usuario puede pertenecer a múltiples viajes.

Constructor Summary

| Constructors |
|---------------------|
| Constructor |
| Description |
| <code>User()</code> |

Method Summary

| All Methods | Instance Methods | Concrete Methods |
|-------------------|-------------------------|------------------|
| Modifier and Type | Method | Description |
| protected void | <code>onUpdate()</code> | |

| Methods inherited from class <code>java.lang.Object</code> |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <code>clone</code> , <code>equals</code> , <code>finalize</code> , <code>getClass</code> , <code>hashCode</code> , <code>notify</code> , <code>notifyAll</code> , <code>toString</code> , <code>wait</code> , <code>wait</code> , <code>wait</code> |

Constructor Details

| User |
|----------------------------|
| <code>public User()</code> |

Method Details

| onUpdate |
|----------------------------------------|
| <code>protected void onUpdate()</code> |