Video

id : intname : stringlength : floatgenre : string

+ constructor()
+ constructor(int id, string name, float length,
string genre)

+ destructor()

+ getId(void) : int+ getName(void) : string+ getLength(void) : float+ getGenre(void) : string

+ setId(int id) : void + setName(string name) : void + setLength(float length) : void + setGenre(string genre) : void

virtual getRating(void) : void
vritual addVote(unsigned short value) : void

Episode

id: inttitle: stringlength: float

number : unsigned shortseason : unsigned short

+ constructor()

+ constructor(int id, string title, float length, unsigned short number, unsigned short season)

+ destructor()

+ getId(void) : int
+ getTitle(void) : string
+ getLength(void) : float
+ getNumber(void) : unsigned short
+ getSeason(void) : unsigned short

+ setId(int id) : void + setTitle(string title) : void + setLength(float length) : void + setNumber(unsigned short number) : void + setSeason(unsigned short season) : void

Movie

- votes : int

+ constructor() + constructor(int id, string name, float length, string genre)

+ destructor()

+ getVotes(void) : int

+ setVotes(int votes) : void

+ getRating(void) override : void + addVote(unsigned short value) override : void

Series

- votes : int

- episodes : vector <Episode>

+ constructor()

+ constructor(int id, string name, float length, string genre, vector episodes)

+ destructor()

+ getVotes(void) : int + getEpisodes(void) : vector

+ setVotes(int votes) : void+ setEpisodes(vector episodes)

+ addEpisode(Episode episode) : void

+ getRating(void) override : void + addVote(unsigned short value) override : void