# HikeIt - UML CLASSES DIAGRAM

**USER**
- userId: INT {id}
- userFirstName: STRING
- userLastName: STRING
- userDateOfBirth: DATE
- userEmail: STRING

**POST**
- postId: INT {id}
- postTitle: STRING
- postBody: STRING
- postVotes: INT
- postCreatedAt: DATE
- postUpdatedAt: DATE

**COMMENT**
- commentId: INT {id}
- commentBody: STRING
- commentCreatedAt: DATE
- commentUpdatedAt: DATE

**JOURNEY**
- journeyId: INT {id}
- journeyName: STRING
- journeyLocation: STRING

**DIFFICULTY**
- difficultyLevel: LevelType {id}
- difficultyDuration: TIME
- difficultyMinLength: INT
- difficultyHeightDifference: INT

**<<Enumeration>> LevelType**
- easy
- medium
- hard

Relationships:
- USER 0.* — likes — 0.* POST
- USER 0.* — dislikes — 0.* POST
- USER 1 — creates — 0.* POST
- USER 1 — writes — 0.* COMMENT
- USER 0.* — goes for — 0.* JOURNEY
- POST 1 — has — 0.* COMMENT
- JOURNEY 0.* — has — 1 DIFFICULTY

Note:
if difficultyLevel= 'easy' => difficultyHeightDifference=500 and difficultyDuration=3h
if difficultyLevel= 'medium' => difficultyHeightDifference=800 and difficultyDuration=5h
if difficultyLevel= 'hard' => difficultyHeightDifference=1500 and difficultyDuration=10h