coms309.SkillLevel.SkillLevel

+ SkillLevel(int skill_level, Users user)

+ SkillLevel(int skill_level, Users user, Sport sport)

+ int getId()

+ void setId(int skill_level_id)

+ int getSkill_level()

+ void setSkill_level(int skill_level)

+ Users getUser()

+ void setUser(Users user)