UML diagram

## Users Theaters Rooms **Attributes** - user\_ID: string: Primary Key **Attributes Attributes** - user\_email: string - theater\_ID: int: Primary Key room\_ID: int: Primary Key - user\_password: string - theater\_name: string - room\_name: string Contains - user\_role: string - theater\_address: string - room\_seat: int - theater\_phone: string - room\_theater: int: Foreign Key Admins, SuperUsers and Users operations + login(): bool **Operations Operations** + book(): bool Admins and SuperUsers operations on Sessions + add\_session(): session\_ID + remove\_session(session\_ID): bool + modify\_session(session\_ID, session\_entries, session\_date, session\_schedule): bool Admins and SuperUsers operations on Movies + add\_movie(): movie\_ID 0..1 + remove\_movie(movie\_ID): bool + modify\_movie(movie\_ID, movie\_title, movie\_duration, movie\_type, movie\_synopsis): bool Sessions Movies Books Admins operations on Theaters Attributes + add\_theater(): theater\_ID Attributes - session\_ID: int: Primary Key + remove\_theater(theater\_ID): bool - movie\_ID: int: Primary Key - session\_entries: int + modify\_theater(theater\_ID, theater\_name, theater\_address, theater\_phone): bool - movie\_title: string - session\_date: date Displays - movie\_duration: int - session\_schedule: date Admins operations on Rooms - movie\_type: string - session\_room: int: Foreign Key + add\_room(): room\_ID - movie\_synopsis: string - session\_movie: int: Foreign Key + remove\_room(room\_ID): bool + modify\_room(room\_ID, room\_name, room\_seat\_total, room\_seat\_available): bool **Operations Operations** Admin operations on Users + modify\_role(user\_ID, user\_role): bool