

Movie
<<get/set>> movieId[1] : number(int) {id} <<get/set>> title[1] : string <<get/set>> releaseDate[1] : Date <<get/set>> directorId[1] : Person <<get/set>> actors[*] : Person
<u>checkMovieId(in movieId : number(int)) : ConstraintViolation</u> <u>checkMovieIdAsId (in movieId : number(int)) : ConstraintViolation</u> <u>checkTitle(in t : string) : ConstraintViolation</u> <u>checkReleaseDate(in date : Date) : ConstraintViolation</u> <u>checkDirector(in d : Person) : ConstraintViolation</u> <u>checkActor(in actor_id : number(int)) : ConstraintViolation</u> addActor(in a : Person) removeActor(in a : Person)

Person
<<get/set>> personId[1] : number(int) {id} <<get/set>> name[1]: string <<get>> directedMovies[*]: Movie {inverse of directorId} <<get>> playedMovies[*]: Movie {inverse of actors}
<u>checkPersonId(in id : number(int)) : ConstraintViolation</u> <u>checkPersonIdAsId(in id : number(int)) : ConstraintViolation</u> <u>checkPersonIdAsIdRef(in id : number(int)) : ConstraintViolation</u> <u>checkName(in name : string) : ConstraintViolation</u>