

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
checkMovieId(in movieId : number(int)) : ConstraintViolation checkMovieIdAsId (in movieId : number(int)) : ConstraintViolation checkTitle(in t : string) : ConstraintViolation checkReleaseDate(in date : Date) : ConstraintViolation checkDirector(in d : Person) : ConstraintViolation checkActor(in actor_id : number(int)) : ConstraintViolation

Person
<<get/set>> personId[1] : number(int) {id} <<get/set>> name[1]: string
checkPersonId(in id : number(int)) : ConstraintViolation checkPersonIdAsId(in id : number(int)) : ConstraintViolation checkPersonIdAsIdRef(in id : number(int)) : ConstraintViolation checkName(in name : string) : ConstraintViolation