When a user creates a ride, they are related by becoming Owner of that ride entity. At this stage we assume that the owner=driver, so this is the way we reference the driver details Ride -<<owns>> User +Start : string +Destination : string +Username : string +Firstname : string 1 0..* +Date : int +Surname : string +Email : string +TimeDepart : int 1..* -TimeArrive : int 0..* +Vehicle : string -Owner : User -<<carries>> -<<becomes>> When a ride is created by the user, When a user accepts a ride, they actually accept Passenger a number of available seats are defined by the user, one of the Passenger instances that is not already related the Ride constructor creates these instances of Passe to a User (hence, 0..* for this relation, empty passengers can exist) these instances correspond to the seats

he user, s of Passenger