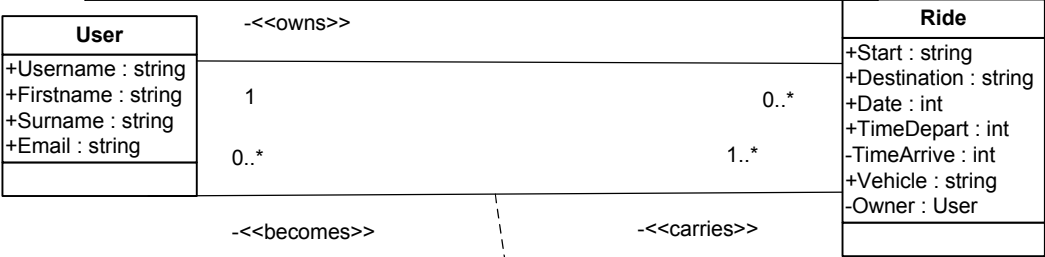
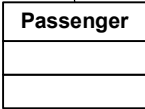


When a user creates a ride, they are related by becoming Owner of that ride entity. At this stage we assume that the owner=driver, so this is the way we reference the driver details



When a user accepts a ride, they actually accept one of the Passenger instances that is not already related to a User (hence, 0..* for this relation, empty passengers can exist)



When a ride is created by the user, a number of available seats are defined by the user, the Ride constructor creates these instances of Passenger. These instances correspond to the seats



the user,
s of Passenger