











Turn



  getSpeaker() String



  setSpeaker(String) void



  getStartTime() float



  setStartTime(float) void

  getEndTime() float



  setEndTime(float) void



  getText() List<String>



  setText(List<String>) void



  getContent() String

Who



  getId() int



  setId(int) void

  getContent() String



  setContent(String) void



Trans

  getEpisode() Episode



  setEpisode(Episode) void



Section

  getTurn() List<Turn>



  setTurn(List<Turn>) void



Episode

  getSection() Section

  setSection(Section) void

Sync

  getTime() float

  setTime(float) void

Speakers

Speaker