

JS Class Model:

Movie
«get/set» movieId [1] : number(int) {id}
«get/set» title [1] : string
«get/set» releaseDate [1] : Date
«get/set» director [1] : Person
«get/set» actors [*] : Person
«get/set» category[0..1] : MovieCategoryEL {frozen}
«get/set» episodeNo[0..1] : PositiveInteger
«get/set» tvSeriesName[0..1] : NonEmptyString
«get/set» about [0..1] : Person
<u>checkMovieId(in movieId : number(int)) : ConstraintViolation</u>
<u>checkMovieIdAsId(in movieId : number(int)) : ConstraintViolation</u>
<u>checkTitle(in title : string) : ConstraintViolation</u>
<u>checkReleaseDate(in releaseDate : Date) : ConstraintViolation</u>
<u>checkDirector(in d : Person) : ConstraintViolation</u>
<u>checkActor(in a : Person) : ConstraintViolation</u>
addActor(in a:Person)
removeActor(in a:Person)
<u>checkCategory(in type : number) : ConstraintViolation</u>
<u>checkEpisodeNo(in n : number) : ConstraintViolation</u>
<u>checkTvSeriesName(in name : String) : ConstraintViolation</u>
<u>checkAbout(in a : Person) : ConstraintViolation</u>

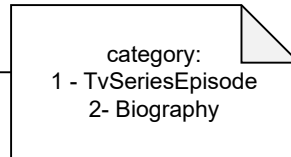
«enumeration» MovieCategoryEL
TvSeriesEpisode
Biography

«enumeration» PersonTypeEL
Actor
Director

Person
«get/set» personId [1] : number(int) {id}
«get/set» name [1] : string
«get/set» category[0..1] : PersonTypeEL {frozen}
«get/set» agent [0..1] : Person
<u>checkPersonId(in personId : number(int)) : ConstraintViolation</u>
<u>checkPersonIdAsId(in personId : number(int)) : ConstraintViolation</u>
<u>checkPersonIdAsIdRef(in personId : number(int)) : ConstraintViolation</u>
<u>checkName(in name : string) : ConstraintViolation</u>
<u>checkCategory(in type : number) : ConstraintViolation</u>
<u>checkAgent(in a : Person) : ConstraintViolation</u>

Entity Table

Movie
movieId [1] : PositiveInteger {id}
title [1] : NonEmptyString
releaseDate [1] : Date
director [1] : Person
actors [*] : Person
category[0..1] : number
episodeNo[0..1] : PositiveInteger
tvSeriesName[0..1] : NonEmptyString
about [0..1] : Person



Person
personId [1] : PositiveInteger {id}
name [1] : NonEmptyString
category [0..1] : PersonTypeEL {frozen}
agent [0..1] : Person

