

sfTraj

class Location

Point

+ x: double
+ y: double
+ z: double
+ ...

Time

+ t: timestamp
OR
+ t: integer

Location

+ id: integer
+ obj_id: integer

Step

+ id: integer
+ ...

{t2 > t1}

Track

{t = unique
& ordered}

Trajectory

{t = unique
& ordered}

anOrderedLocation 1..*

aCollection 1

aVertex

2

aStep

1

anOrderedStep 1..*

aCollection 1

1

1

