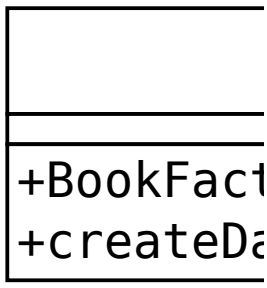
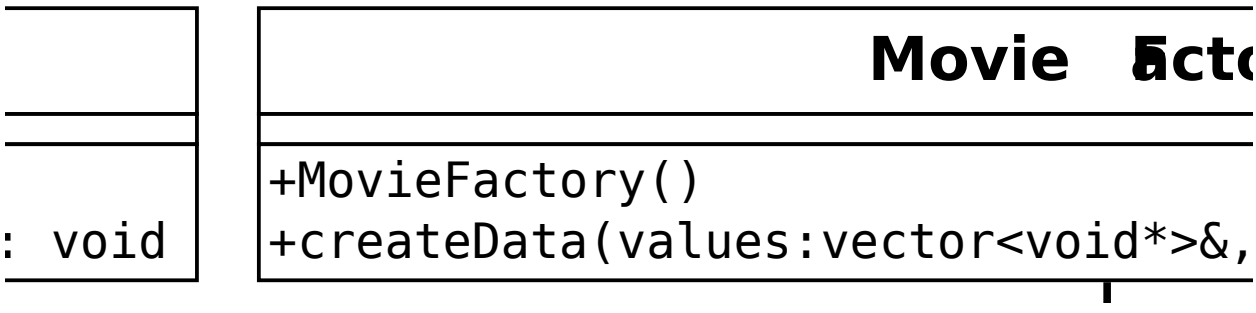
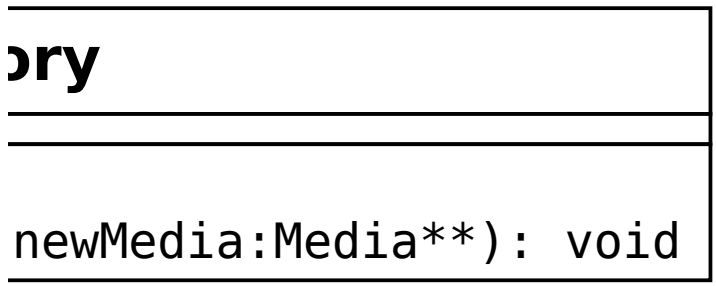

+BookFact
+createDa

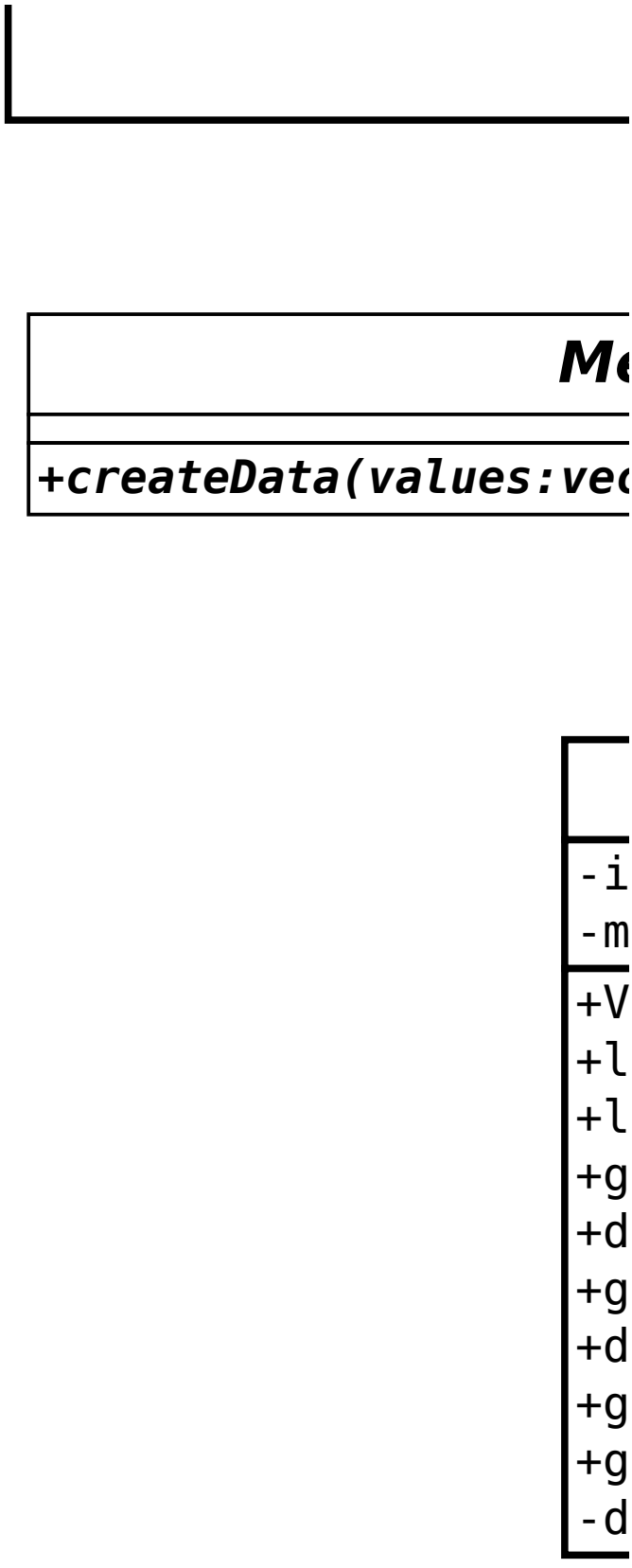
Book Factory

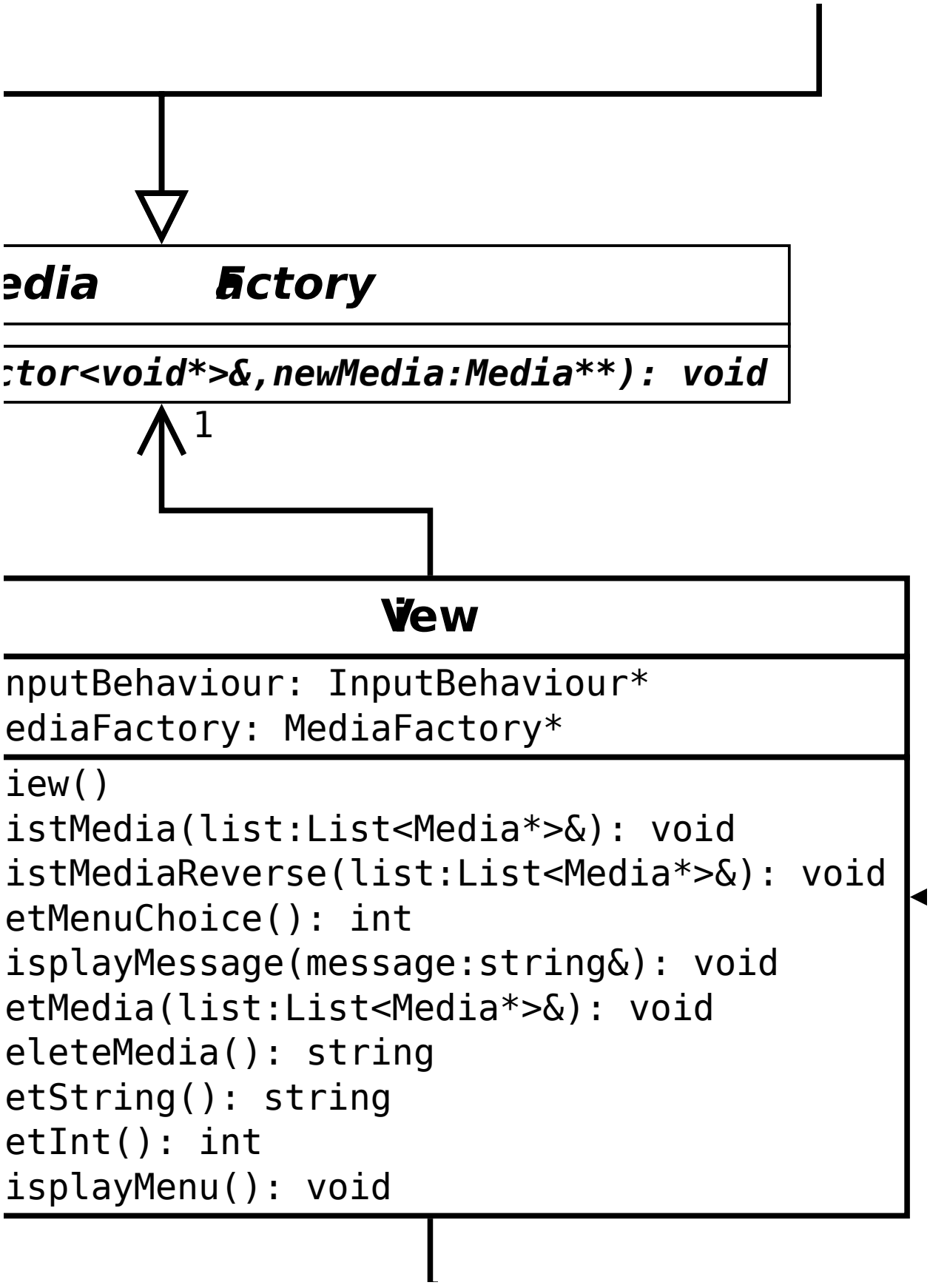
tory()
ata(values:vector<void*>&,newMedia:Media**)

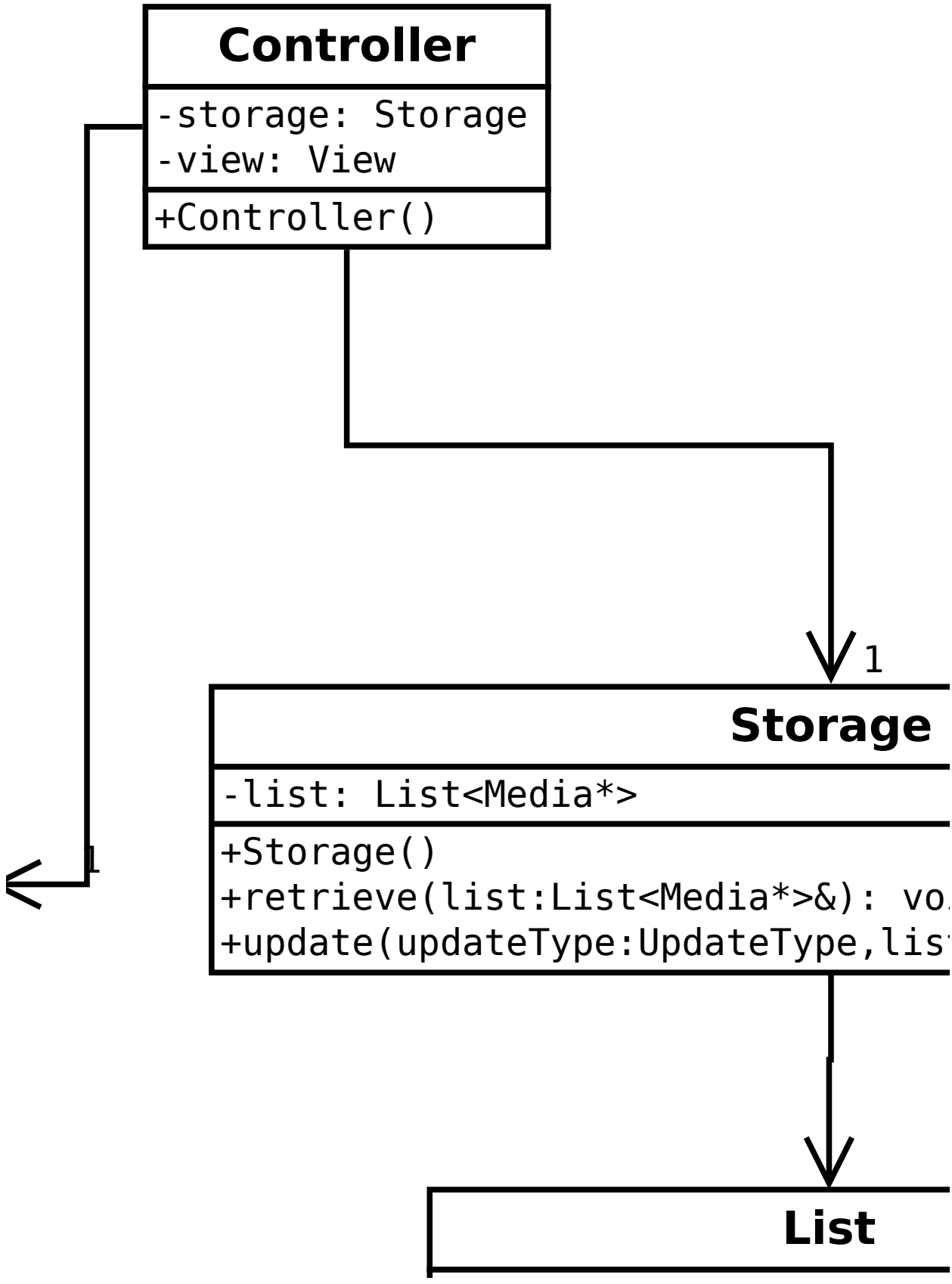

: void
Movie
+MovieFactory()
+createData(values:vector<void*>&,

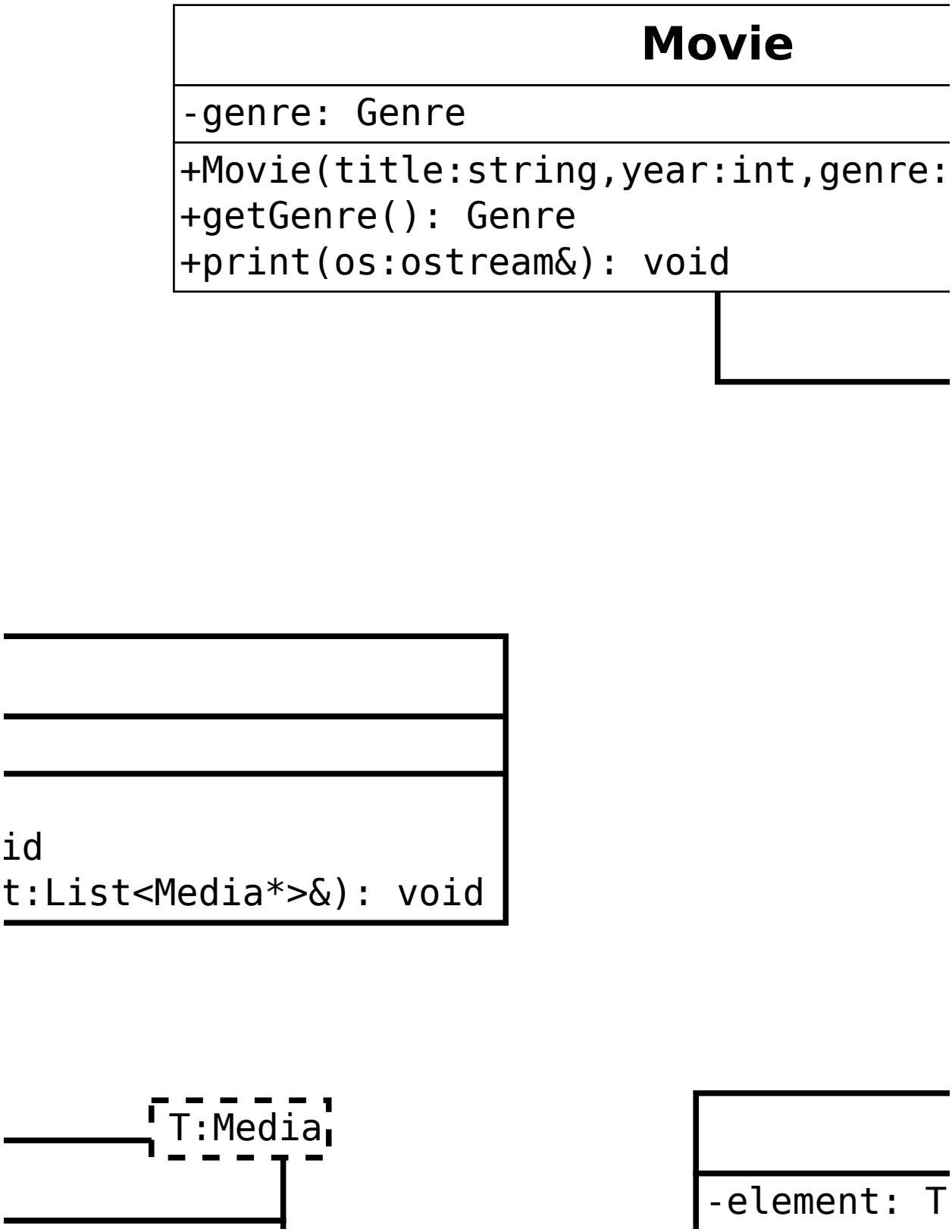

ory
newMedia:Media**): void

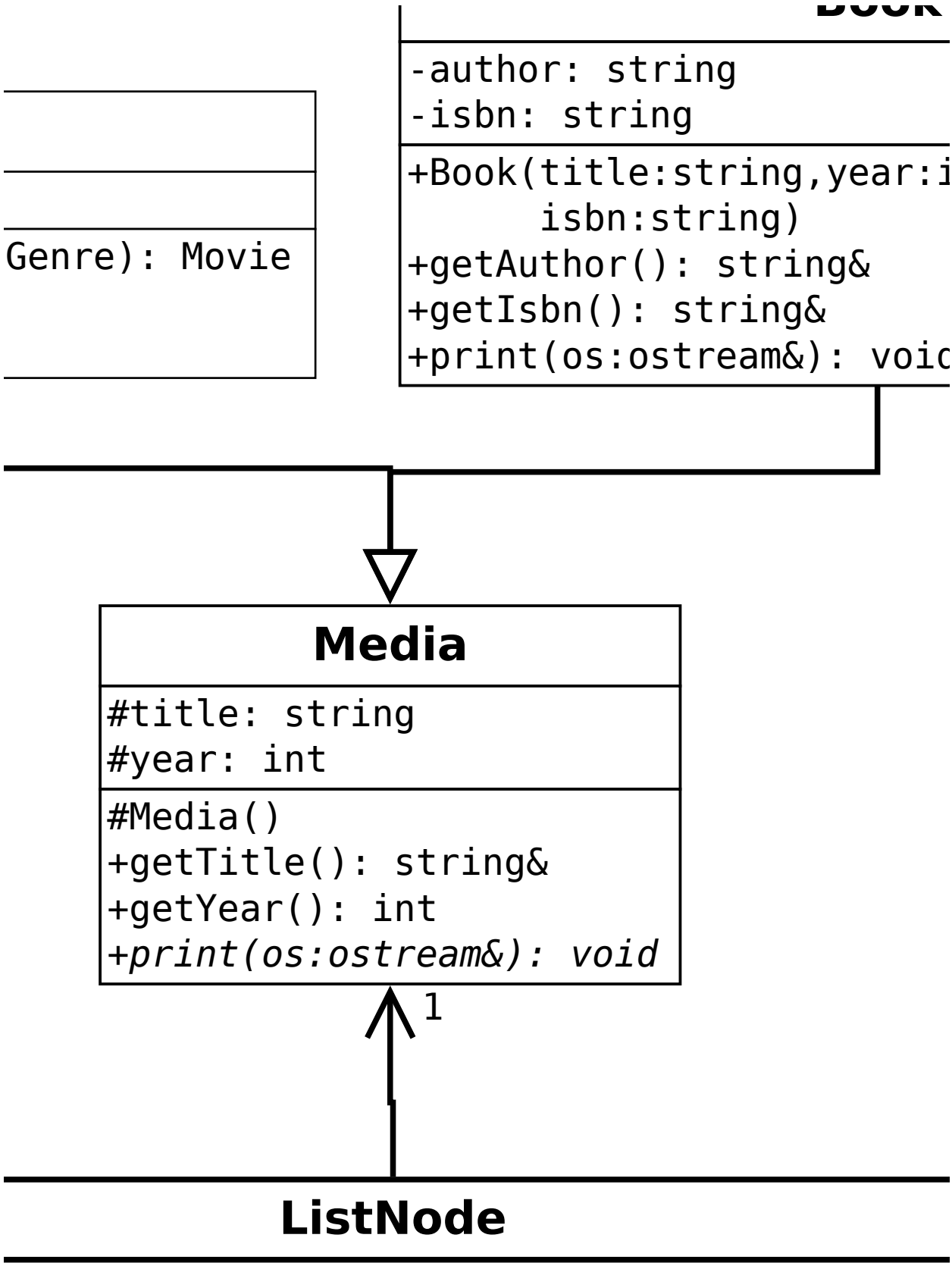
Book


Me
+createData(values:vec
-i
-m
+V
+l
+l
+g
+d
+g
+d
+g
+g
-d


edia Factory
tor<void*>&,newMedia:Media**): void
1
View
nputBehaviour: InputBehaviour*
ediaFactory: MediaFactory*
iew()
istMedia(list:List<Media*>&): void
istMediaReverse(list:List<Media*>&): void
etMenuChoice(): int
isplayMessage(message:string&): void
etMedia(list:List<Media*>&): void
eleteMedia(): string
etString(): string
etInt(): int
isplayMenu(): void


Controller
-storage: Storage
-view: View
+Controller()
1
1
Storage
-list: List<Media*>
+Storage()
+retrieve(list:List<Media*>&): vo
+update(updateType:UpdateType,lis
List


Movie
-genre: Genre
+Movie(title:string,year:int,genre:
+getGenre(): Genre
+print(os:ostream&): void
id
t:List<Media*>&): void
T:Media
-element: T


Book
-author: string
-isbn: string
+Book(title:string,year:i
isbn:string)
+getAuthor(): string&
+getIsbn(): string&
+print(os:ostream&): voic
Genre): Movie
Media
#title: string
#year: int
#Media()
+getTitle(): string&
+getYear(): int
+print(os:ostream&): void
1
ListNode
*