

International Organisation
<<get/set>> acronym[1]: NonEmptyString {id} <<get/set>> name[1]: NonEmptyString <<get/set>> members[*]: Country
destroy() toString: String update(slots: Object) <u>add(slots: Object)</u> <u>retrieveAllData()</u> <u>saveAllData()</u> <u>createTestData()</u> <u>clearAllData()</u> <u>checkAcronym(in id: String): ConstraintViolation</u> <u>checkAcronymAsId(in id: NonEmptyString): ConstraintViolation</u> <u>checkName(in name: String): ConstraintViolation</u> <u>checkMembers(in members: [Country]): ConstraintViolation</u> <u>checkMember(in member: Country): ConstraintViolation</u>

Country
<<get/set>> name[1]: NonEmptyString{id} <<get/set>> code[1]: CountryCodeEL{key} <<get/set>> population[1]: PositiveInteger <<get/set>> lifeExpectancy[0..1]: PositiveDecimal {max:100} <<get/set>> militaryExpenditure[0..1]: PositiveDecimal {max: 100} <<get/set>> religions[*]: ReligionEL <<get/set>> capital[1]: City <<get/set>> cities[*]: City /_memberOf[*]: InternationalOrganisation {inverse of members}
<u>add(slots: Object)</u> <u>retrieveAllData()</u> <u>convertRecToSlots(countryRec: Country): Object</u> <u>saveAllData()</u> <u>createTestData()</u> <u>clearAllData()</u> <u>checkName(in id: String): ConstraintViolation</u> <u>checkNameAsID(in id: NonEmptyString): ConstraintViolation</u> <u>checkCode(in c: CountryCodeEL): ConstraintViolation</u> <u>checkPopulation(in pop: integer/integerString): ConstraintViolation</u> <u>checkLifeExpectancy(in IE: float/floatString): ConstraintViolation</u> <u>checkMilitaryExpenditure(in mE: float/floatString): ConstraintViolation</u> <u>checkReligions(in r: [ReligionsEL]): constraintViolation</u> <u>checkCapital(in cap: City): constraintViolation</u> <u>checkCities(in city: [City]): constraintViolation</u> update(slots: Object) destroy() convertObjToRec(): Object toString(): String

City
<<get/set>> name[1]: NonEmptyString {id} /country: Country {inverse of cities}
<u>checkName(in id: String): ConstraintViolation</u> <u>checkNameAsId(in id: NonEmptyString): ConstraintViolation</u> <u>checkNameAsRefId(in id:NonEmptyString: ConstraintViolation</u> toString() : String equals(anotherCity: City) : boolean <u>add(cityName: String)</u> <u>retrieveAllData()</u> <u>saveAllData()</u> <u>createTestData()</u> <u>clearAllData()</u> destroy()