@Entity

```java
public class Horseman {
```

```java
@GeneratedValue(strategy = GenerationType.AUTO)
```

```java
private Long id;
```

```java
private String name;
```

```java
private String[] weapons;
```

```
@Contract(pure = true)
```

```java
public Horseman(String name, String[] weapons) {
```

```
this.name = name;
```

}

```
this.weapons = weapons;
```

```
protected Horseman() {
```

```
@Override
```

```java
public boolean equals(Object o) {
```

```
if (this == o) return true;
```

```java
if (o == null || getClass() != o.getClass()) return false;
```

```
Horseman horseman = (Horseman) o;
```

```java
return name.equals(horseman.name) &&
```

```java
Arrays.equals(weapons, horseman.weapons);
```

```java
public int hashCode() {
```

```java
return Objects.hash(name, weapons);
```

```java
public String toString() {
```

```
return "Horseman{" +
```

```
"id=" + id +
```

```java
", name='" + name + '\'' +
```

```java
", weapons=" + Arrays.toString(weapons) +
```

`}`;

```java
public Long getId() {
```

```
return id;
```
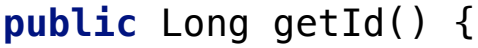
```java
public String getName() {
```

```
    return name;
```

```java
public String[] getWeapons() {
```

```
    return weapons;
```

}

Simple or Complex

```
[{:name       :Famine
```

`:weapons ["Scales"]}`

```
{:name    :Pestilence
```

`:weapons ["Bow" "Arrow"]}`

```
{:name    :War
```

`:weapons ["Sword"]}`

```
{:name :Death}]
```