

A5: Conceptual Model

To capture the general concepts we used a UML Class Diagram. This UML, present in Figure 1, shows the organizational entities and the associations between them. Their attributes, domain and the multiplicity between associations are also in the diagram.

We chose to create a class for each attribute of the Movie that can be used to find a certain movie, either with search or filter in the catalog. The User, apart from the attributes on its class, has three other important classes that represent more information about him: The Payment Information (his credit card), the Billing Information and the Delivery Address. Between the User and the Movie we can see that there four possible actions, the user can review the movie, add it to a wishlist, add it to the cart or buy the movie.

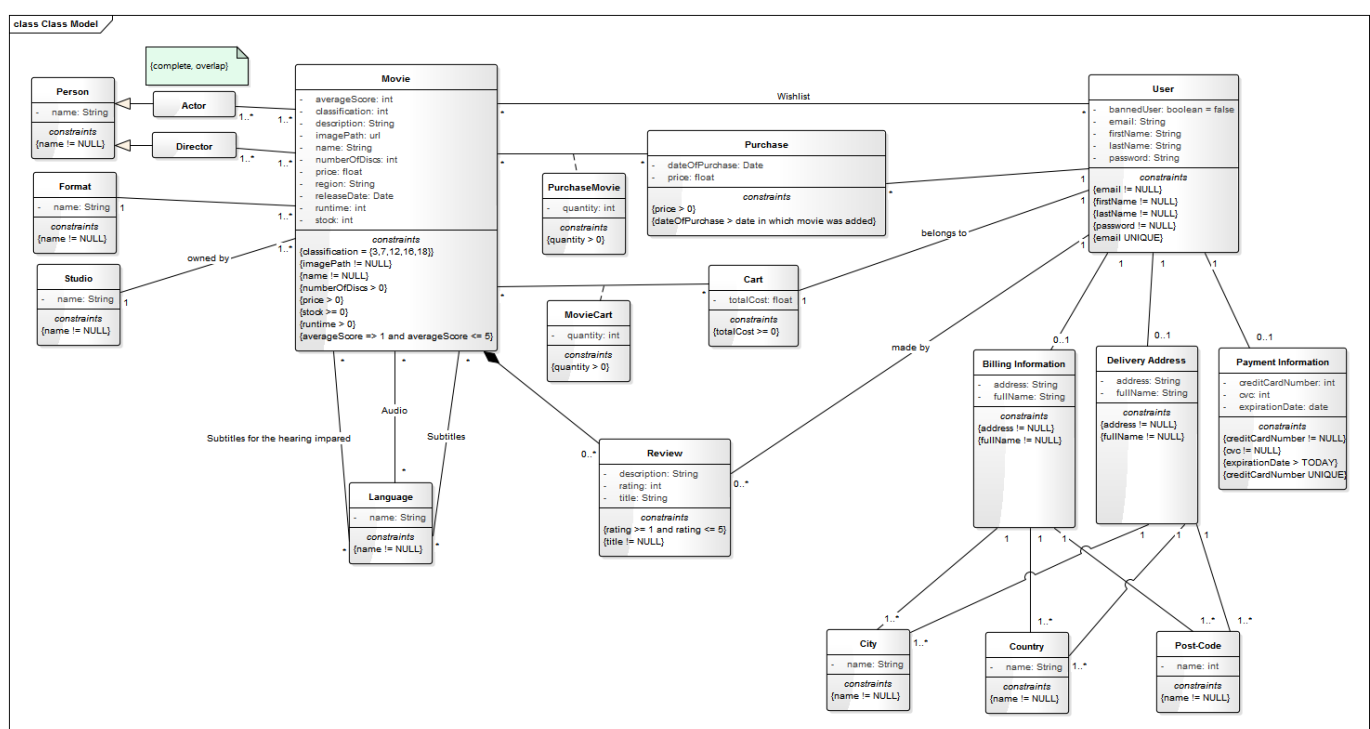


Figure 1: UML Class Diagram

[moviebox]

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