## Entity table model

<<JS entity table>> Movie

movield [1]: PositiveInteger {pkey}

title [1]: String

releaseDate [1]: Date

director [1]: Person

actors [\*] : Person

category[0..1]: number {1,2}

tvSeriesName [0..1]: String

episodeNo [0..1] : PositiveInteger

about [0..1]: Person

Category:

1 = TvSeriesEpisode

2 = Biography

<<JS entity table>>
Person

personId [1]: PositiveInteger {pkey}

name [1] : String

<<JS entity table>>
Director

personId [1]: PositiveInteger {pkey}

name [1] : String

<<JS entity table>>
Actor

personId [1]: PositiveInteger {pkey}

name [1] : String

agent [0..1]: Person

## JavaScript class model

Movie

<<get/set>> movieId [1] : number(int) {id}

<<get/set>> title [1] : string

<qet/set>> releaseDate [1] : Date

<<get/set>> director [1] : Person

<<get/set>> actors [\*] : Person

<<get/set>> category[0..1] : Number { from MoveCategoryEL }

<<get/set>> tvSeriesName [1] : String

<qet/set>> episodeNo[1] : Number

<<get/set>> about[1] : Person

<u>checkMovield(in movield : number(int)) : ConstraintViolation</u>

<u>checkMovieIdAsId(in movieId : number(int)) : ConstraintViolation</u>

checkTitle(in title : string) : ConstraintViolation

<u>checkReleaseDate(in releaseDate : Date) : ConstraintViolation</u>

checkDirector(in directorId: Person): ConstraintViolation

checkActors(in actorId : Person) : ConstraintViolation

<u>checkCategory(in type : number(int)) : ConstraintViolation</u>

addActor(in actor : Person)

removeActor(in actor : Person)

<<Enumeration>> MovieCategoryEL

**BIOGRAPHY** 

TVSERIESEPISODE

Person	Person	
< <get set="">&gt; personId [1] : number(in</get>	nt) {id}	
< <get set="">&gt; name [1] : string</get>		
checkPersonId(in id : number(int)) : 0	<u>ConstraintViolation</u>	
checkPersonIdAsId(in id : number(in	nt)) : ConstraintViolation	
checkPersonIdAsIdRef(in id : number	er(int)): ConstraintViolation	
<u>checkName(in name : string) : Const</u>	straintViolation	
Director	Actor	
	< <get set="">&gt; agent [01] : Person</get>	
	checkAgent(in id : string) : ConstraintViolation	