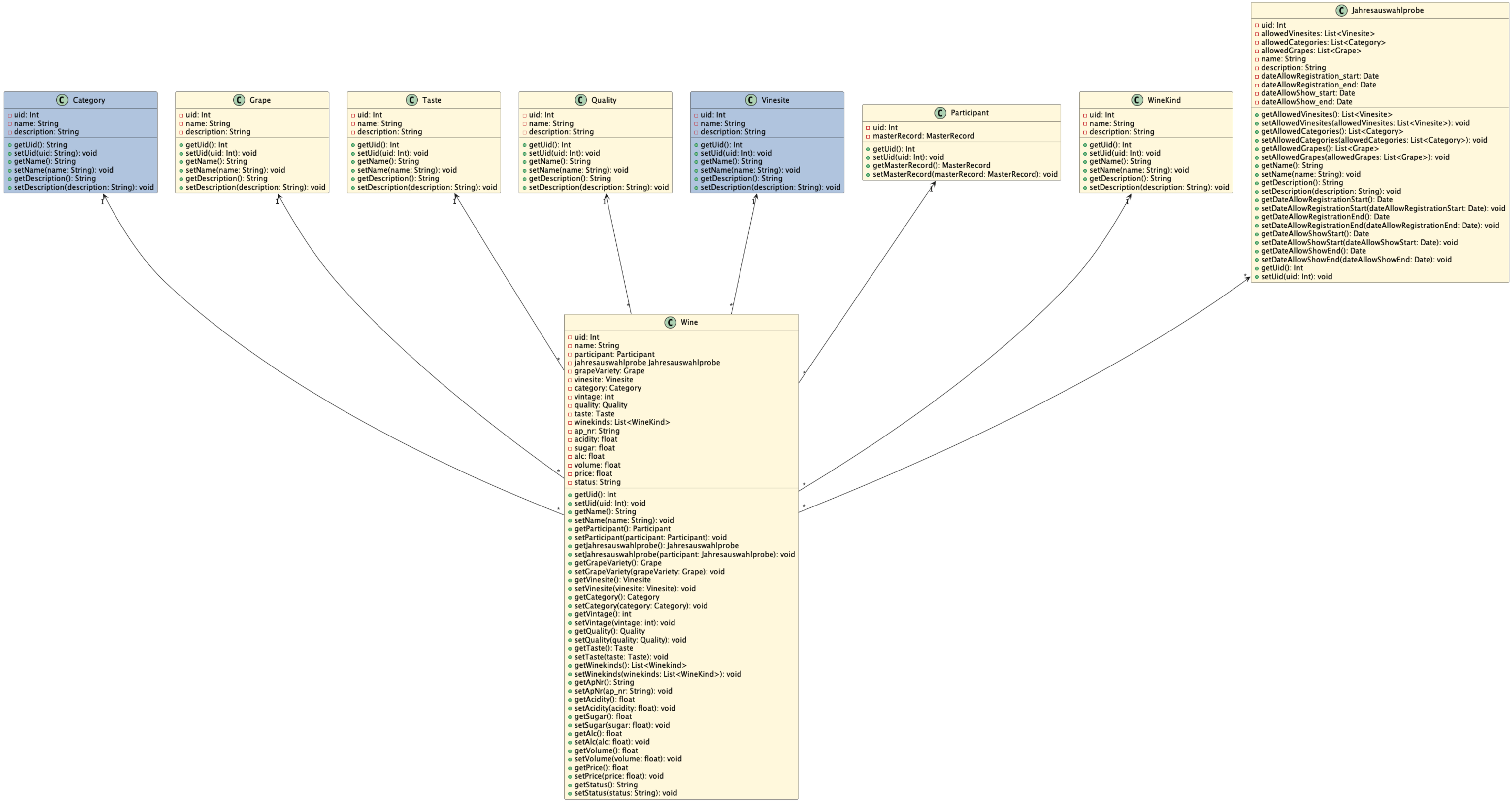
Category
uid: Int
name: String
description: String
getUid(): String
setUid(uid: String): void
getName(): String
setName(name: String): void
getDescription(): String
setDescription(description: String): void
Grape
uid: Int
name: String
description: String
getUid(): Int
setUid(uid: Int): void
getName(): String
setName(name: String): void
getDescription(): String
setDescription(description: String): void
Taste
uid: Int
name: String
description: String
getUid(): Int
setUid(uid: Int): void
getName(): String
setName(name: String): void
getDescription(): String
setDescription(description: String): void
Quality
uid: Int
name: String
description: String
getUid(): Int
setUid(uid: Int): void
getName(): String
setName(name: String): void
getDescription(): String
setDescription(description: String): void
Vinesite
uid: Int
name: String
description: String
getUid(): Int
setUid(uid: Int): void
getName(): String
setName(name: String): void
getDescription(): String
setDescription(description: String): void
Participant
uid: Int
masterRecord: MasterRecord
getUid(): Int
setUid(uid: Int): void
getMasterRecord(): MasterRecord
setMasterRecord(masterRecord: MasterRecord): void
WineKind
uid: Int
name: String
description: String
getUid(): Int
setUid(uid: Int): void
getName(): String
setName(name: String): void
getDescription(): String
setDescription(description: String): void
Jahresauswahlprobe
uid: Int
allowedVinesites: List<Vinesite>
allowedCategories: List<Category>
allowedGrapes: List<Grape>
name: String
description: String
dateAllowRegistration_start: Date
dateAllowRegistration_end: Date
dateAllowShow_start: Date
dateAllowShow_end: Date
getAllowedVinesites(): List<Vinesite>
setAllowedVinesites(allowedVinesites: List<Vinesite>): void
getAllowedCategories(): List<Category>
setAllowedCategories(allowedCategories: List<Category>): void
getAllowedGrapes(): List<Grape>
setAllowedGrapes(allowedGrapes: List<Grape>): void
getName(): String
setName(name: String): void
getDescription(): String
setDescription(description: String): void
getDateAllowRegistrationStart(): Date
setDateAllowRegistrationStart(dateAllowRegistrationStart: Date): void
getDateAllowRegistrationEnd(): Date
setDateAllowRegistrationEnd(dateAllowRegistrationEnd: Date): void
getDateAllowShowStart(): Date
setDateAllowShowStart(dateAllowShowStart: Date): void
getDateAllowShowEnd(): Date
setDateAllowShowEnd(dateAllowShowEnd: Date): void
getUid(): Int
setUid(uid: Int): void
Wine
uid: Int
name: String
participant: Participant
jahresauswahlprobe Jahresauswahlprobe
grapeVariety: Grape
vinesite: Vinesite
category: Category
vintage: int
quality: Quality
taste: Taste
winekinds: List<WineKind>
ap_nr: String
acidity: float
sugar: float
alc: float
volume: float
price: float
status: String
getUid(): Int
setUid(uid: Int): void
getName(): String
setName(name: String): void
getParticipant(): Participant
setParticipant(participant: Participant): void
getJahresauswahlprobe(): Jahresauswahlprobe
setJahresauswahlprobe(participant: Jahresauswahlprobe): void
getGrapeVariety(): Grape
setGrapeVariety(grapeVariety: Grape): void
getVinesite(): Vinesite
setVinesite(vinesite: Vinesite): void
getCategory(): Category
setCategory(category: Category): void
getVintage(): int
setVintage(vintage: int): void
getQuality(): Quality
setQuality(quality: Quality): void
getTaste(): Taste
setTaste(taste: Taste): void
getWinekinds(): List<Winekind>
setWinekinds(winekinds: List<WineKind>): void
getApNr(): String
setApNr(ap_nr: String): void
getAcidity(): float
setAcidity(acidity: float): void
getSugar(): float
setSugar(sugar: float): void
getAlc(): float
setAlc(alc: float): void
getVolume(): float
setVolume(volume: float): void
getPrice(): float
setPrice(price: float): void
getStatus(): String
setStatus(status: String): void
Legend:
To implement
Part of existing system