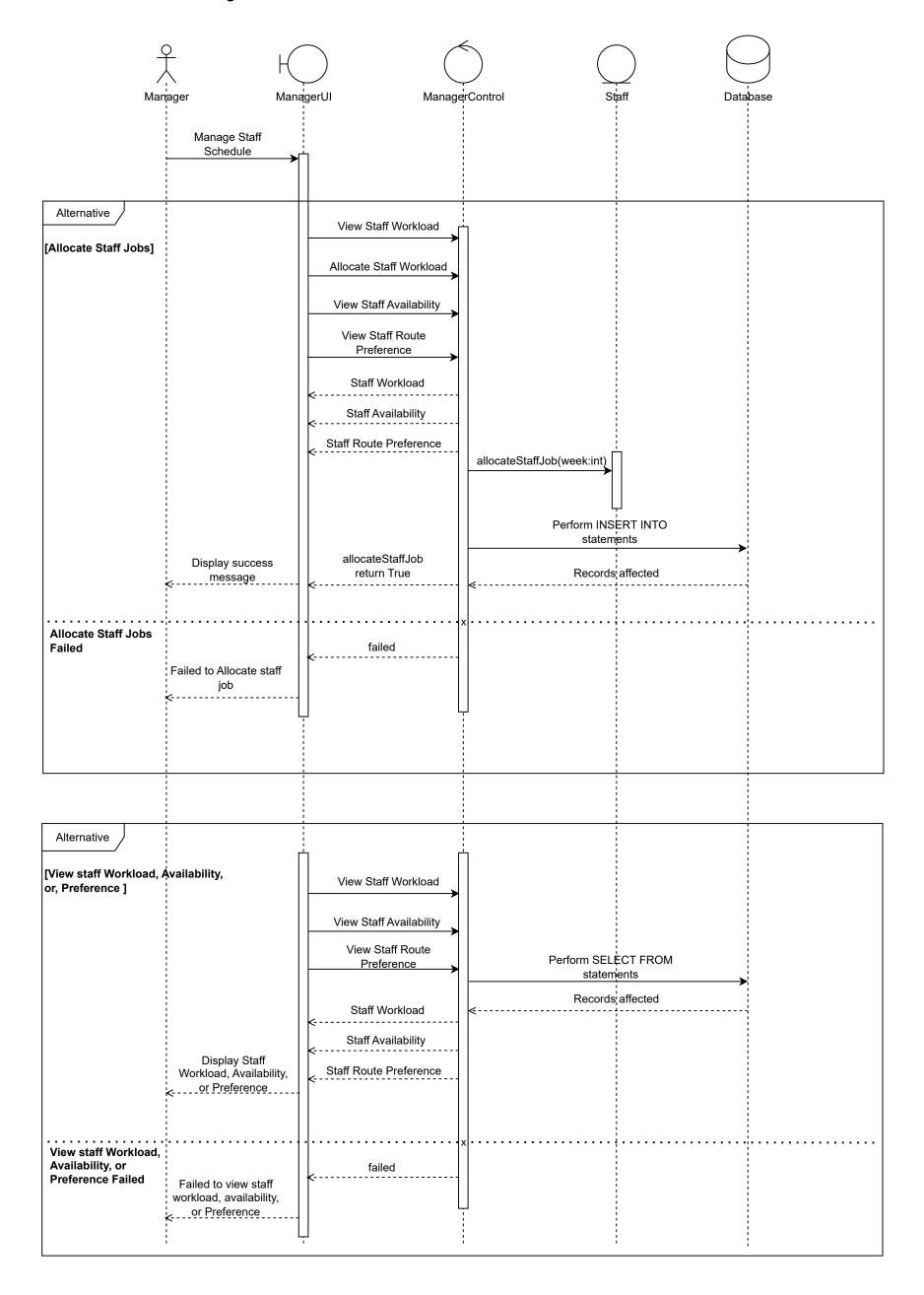
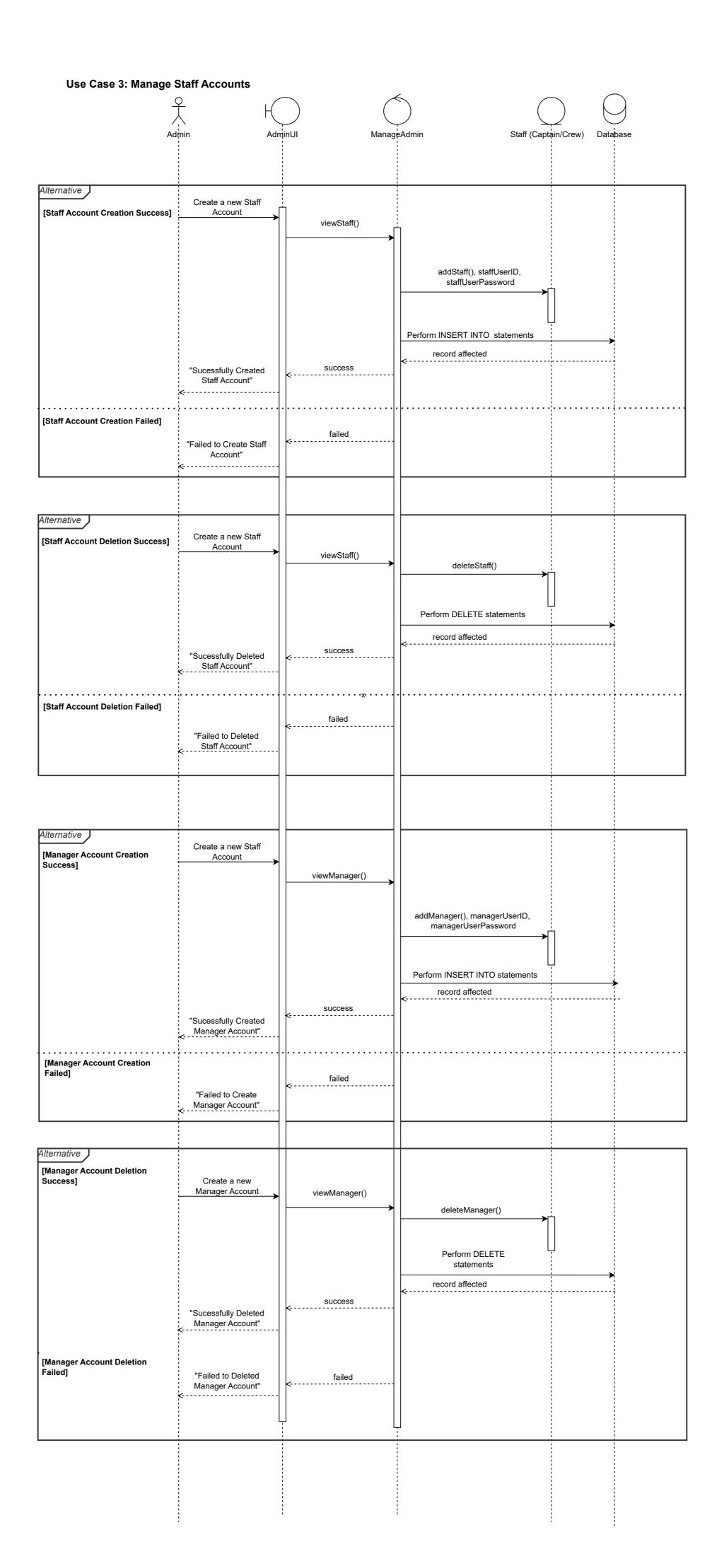
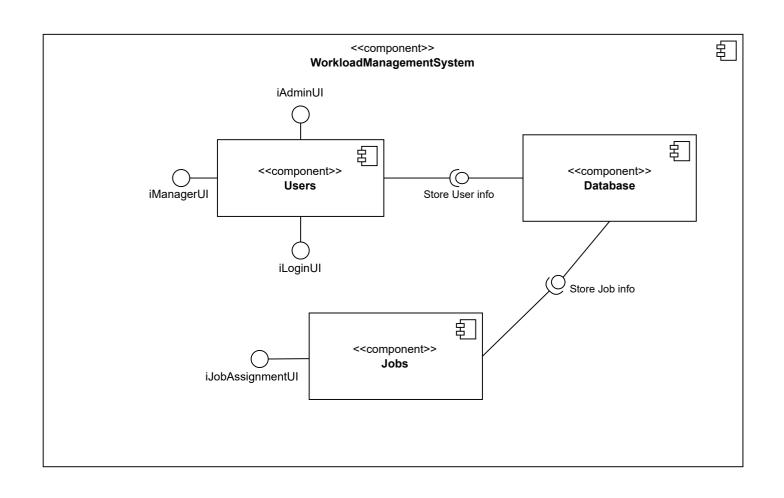
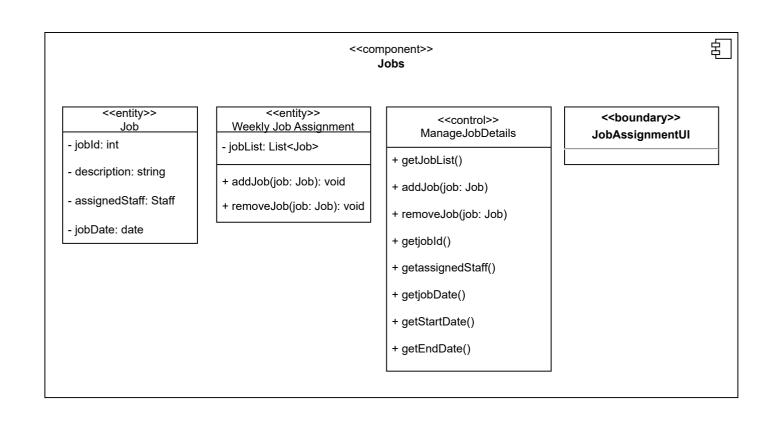


Use Case 2: Manage Staff Schedule













<<entity> Manager

- + allocateStaffJob(week: int): void
- + viewStaffWorkload(): void
- + viewStaffInformation(): void

<<control>> ManageAdmin

- + addManager(): void
- + addStaff(): void
- + deleteManager(): void
- + deleteStaff(): void
- + viewManager(): void
- + viewStaff(): void

<<control>> ManageAuthentication

- + getUserId()
- + getPassword()

<<control>> ManagerControl

- + viewStaffWorkload(): void
- + viewStaffInformation(): void
 - <
boundary>>
ManagerUI

<<entity>> IT Administrator

- adminUserID: string
- adminUserPassword: string
- + addManager(): void
- + addStaff(): void
- + deleteManager(): void
- + deleteStaff(): void
- + viewManager(): void
- + viewStaff(): void

<<body>
AdminUI

<<entity>> User

- userld: int
- password: string
- name: string
- name: string
- + getName()
- + setName(): void
- + displayInfomation(): void

<<bod><<bod>
LoginUI

<<entity>> Staff (Captain/Crew)

- staffUserID: string
- staffUserPassword: string
- availabilityStartDate: date
- availabilityEndDate: date
- workload: int
- jobPref: string
- + viewMonthlyWorkload(month: int): void
- + viewWeeklyAssignments(week: int): void
- + editAvailability(newAvailability: Availability): void
- + indicateJobPref(preference: string): void
- + rejectAssignedJob(job: Job): void