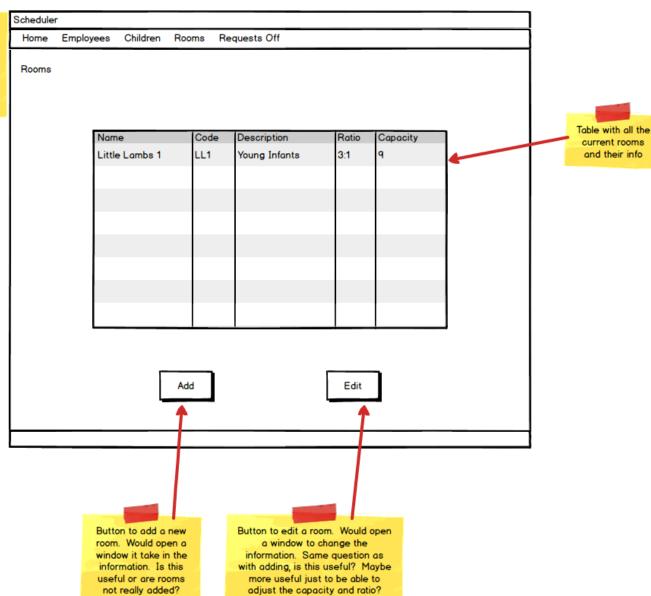


Main window for room information. Some potentially additional information for this page could be what school applies to each room and the times for that shool.



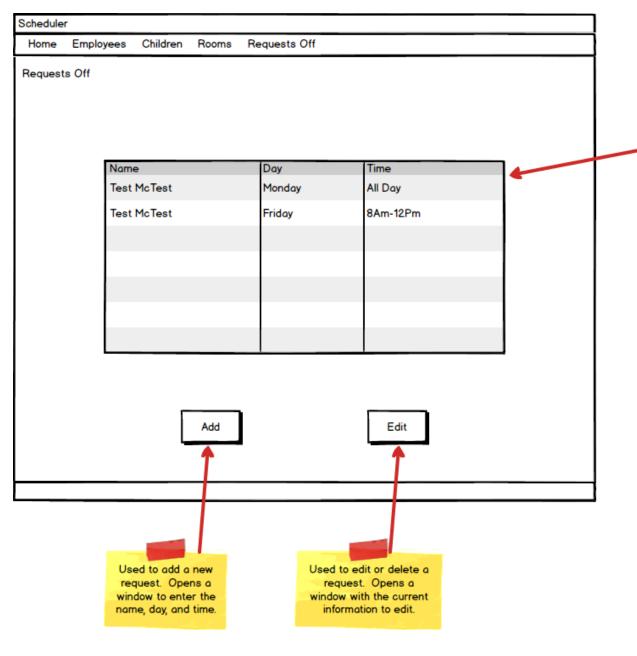
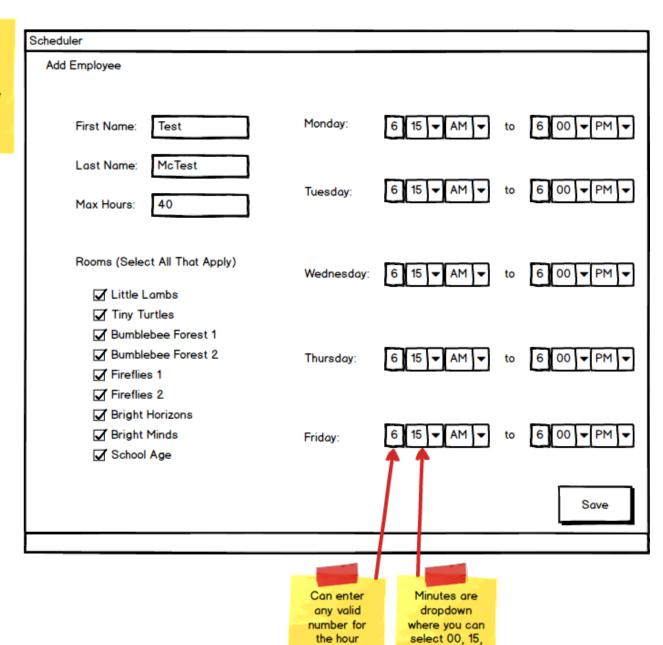


Table with all the recently entered time off requests. This table would not be stored anywhere so it will be empty each time the program is run allowing so you only enter the requests applicable to that week.

Window for adding or editing an employee. The only difference between adding and edit is when editing the values will default the the current values for that employee.



30, or 45

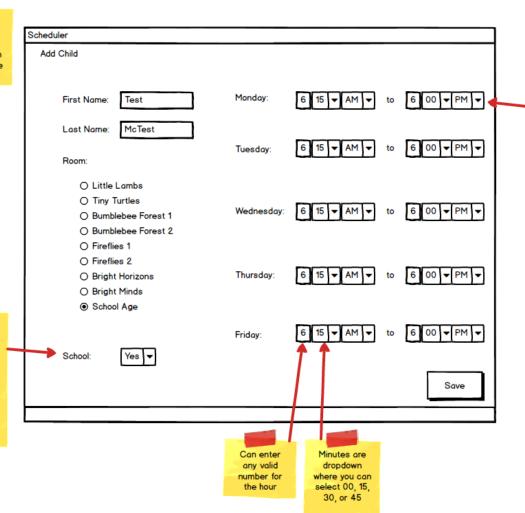
Window for adding or editing a child. Same as with the employee the difference between add and edit here is the default values.

Used to mark if this

child is in whatever school applies to the

selected room. Will be greyed out if that room has no school. Options

are yes and no unless the room chosen is Bright Minds in which case the options are AM, PM, and no.



Times for each child are

strictly start to end REGARDLESS of if they

have school or not. School is still taken into account for the scheduling if this

student is marked for school in the bottom left,

which should be a uniform

time for each class.

Window for updating the times for all employees or children. The only editable info will be the times for each day. Starting with the first employee/child the times for each can be quickly edited. Each will default to the current values (values from last week).

