**Page Links and Variables Used.**

**Employee:**

1. Default screen (login.jsp)

Buttons: login (action: perform\_login), cancel (action: clear form)

Actions: login calls welcome.html, which could be generated by employee\_login\_screen\_clockin.jsp (2), employee\_login\_screen\_clockout.jsp(3) OR manager\_welcome.jsp(10)

1. Employee clock in screen (employee\_login\_screen\_clockin.jsp)

Buttons: clock in (action: clock\_in\_screen.html (4)), view time clock (action: calendar\_screen.html (6)), view time off (action: employee\_timeoff\_result.html (8)), OR logout (action: perform\_logout)

1. Employee clock out screen (employee\_login\_screen\_clockout.jsp)

Buttons: clock out (action: clock\_out\_screen.html (5)), view time clock (action: calendar\_screen.html (6)), view time off (action: employee\_timeoff\_result.html(8)), OR logout (action: perform\_logout)

1. Employee clocked in screen (clocked\_in\_screen.jsp)

Buttons: none.

Actions: create new time clock event and enter into database; after 5 seconds, OR perform\_logout.

1. Employee clocked out screen (clocked\_out\_screen.jsp)

Buttons: none.

Actions: update existing time clock event; after 5 seconds, OR perform\_logout.

1. Select date to view time clock (calendar\_screen.jsp)

Fields: a drop down calendar that is capable of selecting one day

Variables: date, in yyyy-MM-dd string format

Buttons: confirm (action: employee\_hours\_log\_view.html (7) with the date), go back (action: welcome.html), OR logout (action: perform\_logout)

1. View time clock events (employee\_hours\_log\_view.jsp)

Displays: a table that will use jstl to display all time clock events for that day.

Table: need columns: Date, Time In, Time Out, Status

Variables: timeClocks, a list of TimeClock objects.

Buttons: view another day (action: calendar\_screen.html (6), go back (action: welcome.html), OR logout (action: perform\_logout)

1. Employee view time off (employee\_timeoff\_result.jsp)

Displays: a table that will use jstl to display all the time off requests for this year.

Table: need columns: Start Date, End Date, PTO Hours, Sick Hours, Unpaid Hours, Status

Variables: timeOffRequests, a list of TimeOff objects.

Buttons: make new request (action: employee\_timeoff\_request.html (9), go back (action: welcome.html), OR logout (action: perform\_logout)

1. Employee time off request (employee\_timeoff\_request.jsp)

Displays: a table with 1 row that contains the number of hours left.

Table: need column: Accrued PTO, Used PTO, Available Sick, Used Sick, Used Unpaid

Variables: employeeInfo, an Employee object; startDate, a string in yyyy-mm-dd format; endDate, a string in yyyy-mm-dd format; PTO, a long; sick, a long;

Fields: 2 drop down calendar to pick two dates; 1 text box to enter how many PTO hours to use; 1 text box to enter how many sick hours to use;

Buttons: confirm request(action: employee\_timeoff\_result.html (8), pass in startDate, endDate, PTO, sick); go back (action: welcome.html); log out (action: perform\_logout)

**Manager:**

1. Manager home screen (manager\_welcome.jsp)

Buttons: view time clock (action: manage/select\_timeclok.html (11)); view time off (action: manage/select\_timeoff.html (14)); OR logout (action: perform\_logout)

1. Manager select time clock (manager\_select\_timeclock.jsp)

Fields: a drop down with all employees under this manager (Default: All); a drop down calendar that is capable of selecting one day; and a drop down with desired status (hardcode: All, Submitted, Approved, Rejected, Unfinished)

Variables: managed, a list of Employee objects; employeeID, an integer; date, a string in yyyy-MM-dd format; status, a string.

Buttons: view selection (action: manage/display\_timeclock.html (12), OR if status is “Submitted”, then manage/approve\_timeclock.html (13); pass in employeeID, date, and status), go back (action: welcome.html), OR log out (action: perform\_logout)

1. Manager view time clock (manager\_display\_timeclock.jsp)

Table: needed columns: Employee ID, Employee Name, Date, Time In, Time Out, Status.

Variables: timeClocks, a list of TimeClock objects.

Buttons: view others (action: manage/select\_timeclock.html (11)); go back (action: welcome.html); OR log out (action: perform\_logout)

1. Manager approve time clock (manager\_approve\_timeclock.jsp)

Table: check box table with a select all box at the top, needed columns: Employee ID, Employee Name, Date, Time In, Time Out, Status.

Variables: timeClocks, a list of TimeClock objects; timeClockIDs, a list of the timeClockIds that have been checked; newStatus, a string, based on which button is clicked.

Buttons: approve (action: manage/display\_timeclock.html (12), pass in timeClockIds and newStatus), reject (action: manage/display\_timeclock.html (12), pass in timeClockIds and newStatus), OR go back (action: manage/select\_timeclock.html (11))

1. Manager select time off (manager\_select\_timeoff.jsp)

Fields: a drop down with all employees under this manager (Default: All); and a drop down with desired status (hardcode: All (Default), Requested, Rejected, Approved)

Variables: managed, a list of Employee objects; employeeID, an integer; stuats, a string.

Buttons: view selection (action: manage/display\_timeoff.html (15), OR if the status is “Requested”, then manage/approve\_timeoff.html (16); pass in EmployeeID and status), go back (action: welcome.html), OR log out (action: perform\_logout)

1. Manager view time off (manager\_display\_timeoff.jsp)

Table: needed columns: Employee ID, Employee Name, Start Date, End Date, PTO Requested, Sick Requested, Unpaid Requested, Status.

Variable: timeOffs, a list of TimeOff objects.

Buttons: view others (action: manage/select\_timeoff.html (11)); go back (action: welcome.html); OR log out (action: perform\_logout)

1. Manager approve time off (manager\_approve\_timeoff.jsp)

Table: check box table with a select all box at the top, needed columns: Employee ID, Employee Name, Start Date, End Date, PTO Requested, Sick Requested, Unpaid Requested, Status.

Variables: timeOffs, a list of TimeOff obejects; timeOffIds, a list of timeOffIds that have been checked; newStatus, a string, based on which button is clicked.

Buttons: approve (action: manage/display\_timeoff.html (15), pass in timeOffIds and newStatus), reject (action: manage/display\_timeoff.html (15), pass in timeOffIds and newStatus), OR go back (action: manage/select\_timeoff.html (14))