Scheduling Lab – Group 1 – November 8th, 2024

**Class Diagram**

**A diagram of a diagram

Description automatically generated**

**Create Employee Work shifts**

**A diagram of a project

Description automatically generated**

**Code**

**Employee.h**

**class Employee {**

**private:**

**int name;**

**int jobTitle;**

**int jobID;**

**int empID;**

**workShiftSet WorkShift;**

**locationID location;**

**public:**

**Employee();**

**void create();**

**getEmployees() const;**

**};**

**WorkShift.h**

**class WorkShift {**

**private:**

**int WkshiftID;**

**float startTime;**

**float endTime;**

**float day;**

**employeeSet Employee;**

**employee Employee;**

**public:**

**WorkShift();**

**void create();**

**getWorkShifts() const;**

**};**

**Location.h**

**class Location {**

**private:**

**int locID;**

**string locname;**

**string address;**

**employeeSet Employee;**

**employee Employee;**

**public:**

**Location();**

**void create();**

**getLocations() const;**

**};**

**UIController.h**

**public class UIController {**

**requestWorkShifts();**

**selectData(locID,startDate,endDate);**

**selectEmployee(day,empID,startTime,endTime);**

**exit();**

**save();**

**}**

**DomainController.h**

**public class DomainController {**

**float createUniqueIdentifier();**

**getLocation();**

**getWorkShift(locID,startDate,endDate);**

**addEmployee(day,empID,startTime,endTime);**

**save();**

**}**

**EntityManager.h**

**public class EntityManager {**

**persist(object)**

**get(class,selection)**

**}**