**CLASS: Schedule**

**Summary:**

**Elements:**

1. private integer ReportType
2. private integer WeekDay
3. private time Time

**Functions:**

1. public integer GetReportType( )
2. public integer GetWeekDay( )
3. public time GetTime( )
4. public void SetReportType(integer reportType)
5. public void SetWeekDay(integer weekDay)
6. public void SetTime(time time)

**Details:**

1. **public integer GetReportType( )**

Module name : **GetReportType**

Module type : Function

Return type : **integer**

Input arguments : None

Output arguments : None

Error messages : None

Files accessed : None

Files changed : None

Modules called : None

Narrative : This method is a getter for the ReportType element.

public integer GetReportType( )

{

return ReportType;

}

1. **public integer GetWeekDay( )**

Module name : **GetWeekDay**

Module type : Function

Return type : **integer**

Input arguments : None

Output arguments : None

Error messages : None

Files accessed : None

Files changed : None

Modules called : None

Narrative : This method is a getter for the WeekDay element.

public integer GetWeekDay( )

{

return WeekDay;

}

1. **public integer GetTime( )**

Module name : **GetTime**

Module type : Function

Return type : **time**

Input arguments : None

Output arguments : None

Error messages : None

Files accessed : None

Files changed : None

Modules called : None

Narrative : This method is a getter for the Time element.

public integer GetTime( )

{

return Time;

}

1. **public void SetReportType(integer reportType)**

Module name : **SetReportType**

Module type : Function

Return type : **void**

Input arguments : **reportType : integer**

Output arguments : None

Error messages : **invalid report type**

Files accessed : None

Files changed : None

Modules called : None

Narrative : This method is a setter for the ReportType element.

public void SetReportType(integer reportType)

{

this.ReportType = reportType;

}

1. **public void SetWeekDay(integer weekDay)**

Module name : **SetWeekDay**

Module type : Function

Return type : **void**

Input arguments : **weekDay : integer**

Output arguments : None

Error messages : **invalid week day**

Files accessed : None

Files changed : None

Modules called : None

Narrative : This method is a setter for the WeekDay element.

public void SetWeekDay(integer weekDay)

{

this.WeekDay = weekDay;

}

1. **public void SetTime(time time)**

Module name : **SetTime**

Module type : Function

Return type : **void**

Input arguments : **time : time**

Output arguments : None

Error messages : None

Files accessed : None

Files changed : None

Modules called : None

Narrative : This method is a setter for the Time element.

public void SetTime(time time)

{

this.Time = time;

}