

com.role

Class FlightManagerRole

java.lang.Object
 com.role.Role
 com.role.NormalStaffRole
 com.role.FlightManagerRole

```
public class FlightManagerRole
extends NormalStaffRole
```

A class that defines what a Flight Manager actor can perform in the system.

Field Summary

Fields

Modifier and Type	Field and Description
private AirportController	ac Used to access the airport editing functionality.
private java.lang.String[]	choices The choices available for this role.
private FlightController	fc Used to access the flight editing functionality.
private FleetController	ftc Used to access the fleet editing functionality.
private RouteController	rc Used to access the route editing functionality.
private java.lang.String[]	reportsAvailable The reports available for this role.

Fields inherited from class com.role.Role

[allChoices](#), [allReportsAvailable](#), [userChoice](#), [userReportChoice](#)

Constructor Summary

Constructors

Constructor and Description
FlightManagerRole()

Method Summary

Methods

Modifier and Type	Method and Description
void	<code>executeChoice()</code> Overriding method that executes the choice that was selected.
void	<code>executeReportChoice()</code> Overriding method that executes the report choice that was selected.
java.lang.String	<code>getRoleString()</code> Gets the name of the role that is currently active.

Methods inherited from class com.role.Role

`addChoices`, `addReportChoices`, `displayChoices`, `displayReportMenu`, `getChoices`, `getUsername`, `isUserLoggedIn`, `setUserLoggedIn`, `setUserLoggedOut`, `setUsername`

Methods inherited from class java.lang.Object

`clone`, `equals`, `finalize`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

Field Detail

choices

```
private java.lang.String[] choices
```

The choices available for this role.

rc

```
private RouteController rc
```

Used to access the route editing functionality.

ftc

```
private FleetController ftc
```

Used to access the fleet editing functionality.

fc

```
private FlightController fc
```

Used to access the flight editing functionality.

ac

```
private AirportController ac
```

Used to access the airport editing functionality.