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databaseA

Class Employee

[java.lang.Object](#)
[databaseA.Employee](#)

```
public class Employee
extends java.lang.Object
```

Data structure to represent an Employee. Used by Database A to keep track of Employees.

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Field Summary

Fields

Modifier and Type	Field and Description
java.lang.Long	id Unique ID of employee
boolean	loggedIn True if the employee is currently logged in.
java.lang.String	name Name of employee
char	position Char to describe employees position: w=waiter, h=host, c=chef, m=manager, o=owner

Constructor Summary

Constructors

Constructor and Description
Employee (java.lang.String name, long id, char position) Create a new employee

Method Summary

Methods inherited from class java.lang.Object

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

Field Detail

name

```
public java.lang.String name
```

Name of employee

id

```
public java.lang.Long id
```

Unique ID of employee

position

```
public char position
```

Char to describe employees position: w=waiter, h=host, c=chef, m=manager, o=owner

loggedIn

```
public boolean loggedIn
```

True if the employee is currently logged in. False if not.

Constructor Detail

Employee

```
public Employee(java.lang.String name,  
                long id,  
                char position)
```

Create a new employee

Parameters:

```
name - - name of employee

id - - employee id

position - - position of employee (w=waiter, h=host, c=chef, m=manager,
o=owner)
```

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