

Method Detail

addSupervisor

```
public void addSupervisor()
```

Adds an employee as a supervisor within the system, and sets their permissions accordingly.

createEmpType

```
public void createEmpType()
```

Creates a new employee type, which can then be applied to any employees within the system.

insertEmpType

```
public void insertEmpType()
```

Inserts a new employee type, based off of data from outside the system.

promote

```
public void promote()
```

Increases an employees permission level.

Class *TabWidget*

package: **Interface**

```
Interface.Widget
|
+--Interface.TabWidget
```

```
public class TabWidget
```

Extends:

[Interface.Widget](#)

A widget that can be used in the dashboard as a tab, that when clicked, will switch the currently displayed widget to the selected one.

Class *Widget*

package: **Interface**

```
public abstract class Widget
```

Implements:

[Interface.WidgetInterface](#)

Default widget that can not itself be loaded, but must be extended by all other widgets so that they all contain the same base functionality.

Method Summary

public void	load() Creates a new widget instance and allows it to be referenced and displayed.
public void	unload() Removes a widget from the system, releasing all resources it is using and saving any related data.