load

public void load()

Creates a new widget instance and allows it to be referenced and displayed.

unload

public void unload()

Removes a widget from the system, releasing all resources it is using and saving any related data.

Class *WorkgroupWidget*

package: **Interface**

```
Interface.Widget
  |
  +--Interface.WorkgroupWidget
```

public class WorkgroupWidget

Extends:
   Interface.Widget

Provides the user interface for creating and managing workgroups that exist within the system.

Method Summary

public void	**getChangeConf**() Gets confirmation from the user before applying a specific change, such as deleting a workgroup, or saving changes after a workgroup has been edited.
public void	**getNewWkgp**() Fetches a new workgroup through the broker, and makes it available in the edit view for available employees to be added to it.
public void	**loadWkgp**() Loads a selected workgroup so that it can be edited.
public void	**saveChanges**() Saves all changes to the currently viewed workgroup to the database.
public void	**showEditView**() Shows the edit workgroup view, used to add or remove employees from a workgroup.
public void	**showWkgpList**() Shows a list of all available workgroups that can be edited or deleted by the supervisor.

Method Detail

getChangeConf

public void getChangeConf()

Gets confirmation from the user before applying a specific change, such as deleting a workgroup, or saving changes after a workgroup has been edited.

getNewWkgp

public void getNewWkgp()

Fetches a new workgroup through the broker, and makes it available in the edit view for available employees to be added to it.