

## updateRequest

```
public Boolean updateRequest()
```

Updates a request, allowing notifications to be sent to the requestee that

## Class *ScheduleWidget*

package: **Interface**

Interface.Widget

|  
+--[Interface.ScheduleWidget](#)

```
public class ScheduleWidget
```

### Extends:

[Interface.Widget](#)

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

### Method Summary

public void	<a href="#">dispDailySched()</a> Displays the schedule in a daily format.
public void	<a href="#">dispWeeklySched()</a> Displays the schedule in a weekly format.
public void	<a href="#">loadShifts()</a> Loads all shifts that are contained within a given schedule.

### Method Detail

#### dispDailySched

```
public void dispDailySched()
```

Displays the schedule in a daily format.

#### dispWeeklySched

```
public void dispWeeklySched()
```

Displays the schedule in a weekly format.

#### loadShifts

```
public void loadShifts()
```

Loads all shifts that are contained within a given schedule.

## Class *SkillsWidget*

package: **Interface**

Interface.Widget

|  
+--[Interface.SkillsWidget](#)

```
public class SkillsWidget
```

### Extends:

[Interface.Widget](#)

Provides functionality for adding, editing and deleting skills.