

The date and time at which the schedule is set to become active, and all affected employees will be expected to follow the shifts it contains.

creator

private [Supervisor](#) creator

The supervisor who created the schedule.

description

private [String](#) description

A description of the schedule, if one is desired. This is not required to create a schedule.

duration

private [int](#) duration

The duration in days that the schedule will be active for.

InkShift

private [Shift](#) InkShift

A schedule is composed of one or more shifts.

shifts

private [Shift](#) shifts

Holds references to all shifts that are active for this schedule.

Method Detail

addShift

public [void](#) addShift()

This method is used to actually assign a shift to a schedule for a specific employee. This method can be used for as many shifts as the supervisor wants to have to as many employees as he/she wants. Error checking will take place every time a supervisor tries to create a schedule that goes outside normal bounds of employment.

getAllShifts

public [Shift](#) getAllShifts()

Gets a collection including all shifts that the schedule contains.

newSched

public [Schedule](#) newSched([int](#) p0)

newSched

public [Schedule](#) newSched()

The createNewSchedule() method is used to create a blank schedule and by default will include any time booked off by any of the employees he is scheduling. This can be turned off if the supervisor does not want to include the dates that the employees are on vacation/sick/absent.

removeAllShifts

public [void](#) removeAllShifts([Shift](#) p0)