plevel

private int plevel

Each collection of unique permission settings are tied to a specific permission level number. Employee permissions are determines by setting them to a permission level, rather than having to set all permission settings individually for each employee.

preferredRank

private int preferredRank

Starting with 0 as the highest priority employee and then incrementing, this differentiates seniority within the same plevel.

trusted

private int trusted

Similar to a permission promotion (which canot be given by self), trusted is a permission that allows any employee to perform actions that affect the next highest level without requiring authorization from a superior. However, a notification will be sent notifying the supervisor (n/a if highest plevel) explaining actions. This only applies to permissions that are currently enabled. Ex: If an employee cannot book days off, a trusted employee canot book days off either.

Class *Position*

package: **Business**

```
public class Position
```

The primary object used to match an employee with a shift. Positions will in most cases be equivalent to a specific job title in the business.

Field Summary	
private String	**description**
	The description of the position, if desired.
private Skill	**lnkSkill**
private String	**name**
	The name of the position, uniquely identifying it apart from other positions.

Field Detail

description

private String description

The description of the position, if desired.

lnkSkill

private Skill lnkSkill

name

private String name

The name of the position, uniquely identifying it apart from other positions.

Class *Schedule*

package: **Business**

```
public class Schedule
```

A group of working shifts that apply within a given range of dates.