

Field Summary

private int	<u>allowableDaysOff</u> The maximum number of days off that any employee can take.
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Field Detail

allowableDaysOff

private [int](#) allowableDaysOff

The maximum number of days off that any employee can take.

Class Location

package: **Business**

```
public class Location
```

Locations are used to keep track of specific real-world places. An employee may have a preferred location to work in, used by the schedule and report generators.

Field Summary

private String	<u>description</u> The description of the location, if desired.
private String	<u>name</u> The name of the location, uniquely identifying it apart from other locations.

Field Detail

description

private [String](#) description

The description of the location, if desired.

name

private [String](#) name

The name of the location, uniquely identifying it apart from other locations.

Class Notification

package: **Business**

```
public class Notification
```

A notification is a type of message object that is sent to employees. These can be sent out automatically to inform an employee of the status of requests they have made, and can also be sent manually if a supervisor wishes to send a message to his/her employees.

Field Summary

private String	<u>message</u> Contains the message text of the notification.
private int	<u>recipientID</u> The ID of the employee that the notification is being sent to.
private int	<u>senderID</u> The ID of the employee that sent the notification, or 0 if sent by the system.
private Date	<u>sentTime</u> The time and day that the notificaiton was sent.