

Method Summary

public void	confirmDelete()	Prompts the user to confirm that they wish to delete the skill.
public void	loadSkills()	Populates the existing skills list with skills from the database.
public void	showEditView()	Shows the edit skill view with all fields blank for the user to create a new skill.
public void	showEditView(Skill p0)	Shows the edit skill view with all fields filled with data from the chosen skill.
public void	showSkillDeleted()	Display an alert, showing the user that the chosen skill was deleted.
public void	showSkillSaved()	Display an alert, showing the user that the skill was saved or created.

Method Detail

confirmDelete

```
public void confirmDelete()

    Prompts the user to confirm that they wish to delete the skill.
```

loadSkills

```
public void loadSkills()

    Populates the existing skills list with skills from the database.
```

showEditView

```
public void showEditView(Skill p0)

    Shows the edit skill view with all fields filled with data from the chosen skill.
```

showEditView

```
public void showEditView()

    Shows the edit skill view with all fields blank for the user to create a new skill.
```

showSkillDeleted

```
public void showSkillDeleted()

    Display an alert, showing the user that the chosen skill was deleted.
```

showSkillSaved

```
public void showSkillSaved()

    Display an alert, showing the user that the skill was saved or created.
```

Class Widget

package: [Interface](#)

```
public abstract class Widget
```

Implements:

[Interface.WidgetInterface](#)

Default widget that can not itself be loaded, but must be extended by all other widgets so that they all contain the same base functionality.