

## Method Summary

public [Object](#) `createShiftObject()`

This method is used to create a shift object that is attached to a specific employee's schedule.

## Field Detail

### EndTime

private [Object](#) EndTime

The time at which work ends for the employees assigned to the shift.

### job

private [String](#) job

The job titles or duties associated with the shift.

### Location

private [String](#) Location

The building or room where the shift work is taking place. Primarily for organizational purposes.

### StartTime

private [Object](#) StartTime

The time at which work begins for the employees assigned to the shift.

### supervisor

private [Object](#) supervisor

The supervisor who is in charge of the employees working that shift.

## Method Detail

### createShiftObject

public [Object](#) `createShiftObject()`

This method is used to create a shift object that is attached to a specific employee's schedule. However this is a temporary shift object and is not actually added to an employee schedule until a supervisor confirms the entire schedule.

## Class Supervisor

```
Employee
|
+--Supervisor
```

```
public class Supervisor
```

### Extends:

[Employee](#)

Supervisors by default have full employee credentials, and are able to access all features that are available to employees. In addition, supervisors may access special features, allowing them to add new employees in the system and create new workgroups, shifts and schedules.