

Location

private [String](#) Location

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

StartTime

private [Date](#) StartTime

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

supervisor

private [Supervisor](#) supervisor

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

Method Detail

getTimes

public [date\[\]](#) getTimes()

Get the start and end times for which this shift takes place.

newShift

public [Shift](#) newShift()

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

package: **ProblemDomain**

```
ProblemDomain.Employee
|
+--ProblemDomain.Supervisor
```

public class Supervisor

Extends:

[ProblemDomain.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.

Field Summary	
private int[]	employees A collection of all employees that the supervisor is in charge of, stored as a list of the ID's of those employees.
private Employee	lnkEmployee
private Notification	lnkNotification Supervisors may view notifications created by the system, as well as manually create notifications to send to their employees.
private Workgroup	lnkWorkgroup A supervisor may be in charge of multiple workgroups, which they have created for their employees.