Displays the report view, loading and displaying the expanded version of the Schedule Widget that provides all functionality for managing schedules.

dispSchedView

public void dispSchedView(Schedule p0)
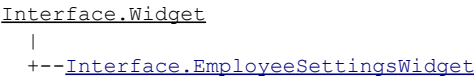
Displays a specific schedule in the main widget

dispShiftView

public void dispShiftView(Shift p0)

Displays a detailed view of a shift's properties

Class *EmployeeSettingsWidget*

package: **Interface**

```
Interface.Widget
   |
  +--Interface.EmployeeSettingsWidget
```

public class EmployeeSettingsWidget

Extends:
   Interface.Widget

Provides the user interface that will be used to change employee specific permission settings.

Method Summary

public void	**addSupervisor**()
	Adds an employee as a supervisor within the system, and sets their permissions accordingly.
public void	**createEmpType**()
	Creates a new employee type, which can then be applied to any employees within the system.
public void	**insertEmpType**()
	Inserts a new employee type, based off of data from outside the system.
public void	**promote**()
	Increases an employees permission level.

Method Detail

addSupervisor

public void addSupervisor()

Adds an employee as a supervisor within the system, and sets their permissions accordingly.

createEmpType

public void createEmpType()

Creates a new employee type, which can then be applied to any employees within the system.

insertEmpType

public void insertEmpType()

Inserts a new employee type, based off of data from outside the system.

promote

public void promote()