

## getResStats

```
public void getResStats()
```

Calculates employee resource statistics, used when generating an employee resource report.

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## getSchStats

```
public void getSchStats()
```

Calculates scheduling statistics, used when generating a schedule report.

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## getUseStats

```
public void getUseStats()
```

Generates employee usage statistics, used when generating an employee usage report.

## Class *LogIn*

package: **Application**

```
public class LogIn
```

Provides functionality for all actions used by the LogIn use case.

### Method Summary

public boolean	<a href="#"><u>checkEmps</u></a> ( ) Verifies the employee credentials, comparing the entered username and password against what was in the database.
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### Method Detail

#### checkEmps

```
public boolean checkEmps()
```

Verifies the employee credentials, comparing the entered username and password against what was in the database.

## Class *MaintainEmployee*

package: **Application**

```
public class MaintainEmployee
```

Provides functionality for all actions used by the Maintain Employee use case.

### Method Summary

public void	<a href="#"><u>pendingAvailability</u></a> ( <a href="#"><u>Schedule</u></a> p0) Send a schedule into pending state for a change in availability.
public void	<a href="#"><u>setAvailability</u></a> ( <a href="#"><u>Schedule</u></a> p0) Sets an employee's availability with a new value.

### Method Detail

#### pendingAvailability

```
public void pendingAvailability(Schedule p0)
```

Send a schedule into pending state for a change in availability.

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