System is in a state of checking permissions

State *ReturnToMainPage*

Returns to the basic active state where user can choose to create a new schedule or log out.

State *SaveSchedule*

The schedule is saved to the backend and the state is reverted so that the currently loaded object (temp) cannot be saved unless another modification is made.

State *SchedulesModified*

The schedule has been modified, so attempting to exit will prompt a save dialog before logging out. This also invokes a state where the user can save the temporary object.

StartState *systemActiveState*

The system now has a legitimate connection to a user. The state now must accept action requests from the user.

State *SystemInactive*

This state represents the system status to the user; since the user does not have an active session running, the system is inactive.

Substates

State *EmployeeCredentials*

The system state is still inactive when employee credentials (login and password) are entered.

StartState *inactiveSystemstate*

The system is in a state where no actions are being performed, but a user is 'observing' the system and the system will respond to requests

State *SystemCredCheck*

The system checks the entered credentials against a list of acceptable ones, changing the system state if they are found.