State *AddObject*

Temporary object can be modified by adding objects to it. Will automatically change state to an object-modified state that can then process the new temporary object state

State *AddEmployee*

System creates a temporary employee object that can be modified; state changed to deal with unsaved temporary objects.

State *AddEmployeeShift*

Shift is added to a temporary employee object; state changed to deal with unsaved temporary objects.

State *AddEvent*

An event is added to the schedule. This can be a meeting, special holiday event, or request (etc). state changed to deal with unsaved temporary objects.

StartState *blankScheduleExistsState*

This state monitors actions relating to the modification of a temporary object that represents a blank schedule object.

State *LoadBlankSchedule*

Temporary object is initialized and stored in memory.

State *LoadSchedConstraints*

Loads constraints that are found in the system, checks all current temporary data against them, and will allow for modification or block illegal modifications.

State *RemoveObject*

An object is removed from the temp object, state is changed as schedule is modified.

State *RemoveEmployee*

A temporary object has been removed, causing state to change and deal with modified temporary objects.

State *RemoveEmployeeShift*

A shift from a temporary employee is removed (if exists), causing state to change and deal with modified temporary objects.

State *RemoveEvent*

An event is removed (if exists), causing state to change and deal with modified temporary objects.

State *Permissions*