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Project

Report Interim

Submission

This report describes the process which will be used for creating the Crew Logistic System

**CS6P05 Project**

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# Declaration

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Student signature: Arkadiusz Grudzien Date: 28/12/22

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2. Falsifying data in experimental results.
3. Personation, where a substitute takes an examination or test on behalf of the candidate. Both candidate and substitute may be guilty of an offence under these Regulations.
4. Bribery or attempted bribery of a person thought to have some influence on the candidate's assessment.
5. Collusion to present joint work as the work solely of one individual.
6. Plagiarism, where the work or ideas of another are presented as the candidate's own.
7. Other conduct calculated to secure an advantage on assessment.

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# Abstract

This project requires the development of a web-application system for the event company Pinnacle Crew. Pinnacle have been specializing in providing crew for corporate events. They have systems and tools in place for maintaining their business but are missing valuable features meaning they don’t currently have a system that can efficiently maintain organisation of the employed crew within their company. The system currently in use is a simple SMS system, which is not convenient from the crew's perspective. The current system functions in the following way: The admin (officer) sends an SMS to each crew member detailing: Job Number, Date, Time, Required Amount of Crew, Shift Duration, Client’s Company Name, Contact Number on site, Additional Notes. When the crew receive the message, the user must reply with 'YES' or 'NO' and supply the job number ID. The confirmation, if the crew member is assigned to the job, is called 'CREW LIST'. This is sent usually 24h before starting the job. The crew list consists of all the information about the job, phone numbers and names of all the members which they have been assigned to the specific job. The idea for the new system is to substitute the current inconvenient system to web-application where crew members can effectively communicate with the office about the jobs. The employers also will see the details about the jobs, their details etc.

# 1: Introduction

## 1.1 Project topic and rationale

The project topic is a web application called Crew Logistic System. The projects motivation is that I am working for the Pinnacle Crew. During work at the company, I have realized what are the problems. I have decided to develop a web application to solve the problems.

The software will be designed to help the company Pinnacle Crew to manage their crew members and jobs. The project is interesting because it is a real-life project, and it is a good opportunity to learn how to develop a web application. The problem in hands is that the company Pinnacle Crew is using a SMS system to manage their crew members and jobs. The jobs are events that the companies of events are organizing, and the crew members are the people that are working on the events. The admin sends jobs to specific crew members. The crew members must confirm or reject by doing specific action in the app. The usefulness of the app is that it will help the company to manage their crew members and jobs more efficiently.

## 1.2 Projects Aims and Objectives

### 1.2.1 Aims:

Design and implement a full system web application which enable to change the communication between the office (administrator) and the crew. There is going to be fixed couple things which they are inconvenient in the current system. The most important thing which is going to be fixed is that the crew have a problem with tracking their jobs and hours. The system will count the hours and store all jobs which has been done by each worker (crew). The system will change the work how administration office works. The office will not send messages anymore to the crew with jobs, all these will happen in the web application. They will create a job and upload to the system to be seen by the crew. The crew will see available jobs and will accept it or decline. The system will have an account system for each individual admin and crew. The system will store their details such as documents, avatars photos etc. The system will be designed using new technologies, such as Spring Boot as a backend system. All the logic of the system will be written there and executed on the server where the application will be deployed.

### 1.2.2 Objectives:

Write a full backend system in Spring Boot including following functionalities:

Account where user will be login in. The user will login as an admin will see the dashboard as a landing page. The dashboard will consist of all the brief information about the activities in the system such as:

* + Who recently joined to the company.
  + Recent added jobs (it must be because there will be more than one admin (officer))
  + Ability to redirect to those sections in the system from dashboard page.
* The admin also will have following sections:

User management – admin can add another user to the system choosing role as admin or crew member. Also, admin will have the ability to edit details and delete user, suspend account.

Jobs management – admin can send a particular job to group of crew member so only crew members with required skill wills receive a job where the skills are necessary.

Settings – despite who is logged in (admin or crew member) will have the ability to change the details, upload documents, change avatar etc.

Logout – for invalidate a session for logged user.

The system also will have a feature where the user will receive an email that his/her account has been created. The user must click on the link in the email to activate their account.

## 1.3 Methodology

The methodology which I am going to use for this project is called Agile methodology. Agile is a method for creating a software. It’s a chain between rapid development and deployment.

Agile development is a software development methodology that emphasizes flexibility and rapid iteration. It is based on the principles outlined in the Agile Manifesto, which values individuals and interactions, working solutions, and customer collaboration over processes and tools.

Agile development is characterized by short development cycles, called "sprints," which typically last a few weeks. During each sprint, a cross-functional creator or team works on a specific set of features or tasks. The creator or team uses regular meetings, called "scrum" meetings, to communicate progress and address any issues that may arise.

One of the key principles of agile development is the concept of "iterative development," in which the creator continually refines and improves the product through multiple cycles of development. This allows the team to quickly incorporate feedback from users and stakeholders, and to adapt to changing requirements or priorities.

Agile development also places a strong emphasis on collaboration and communication. Team members are encouraged to work closely together and to share ideas and information openly. This helps to ensure that everyone is aligned and working towards a common goal.

Overall, the goal of agile development is to deliver high-quality products to customers in a timely and efficient manner, while also fostering a culture of continuous learning and improvement.

### 1.3.1 Use Case Model

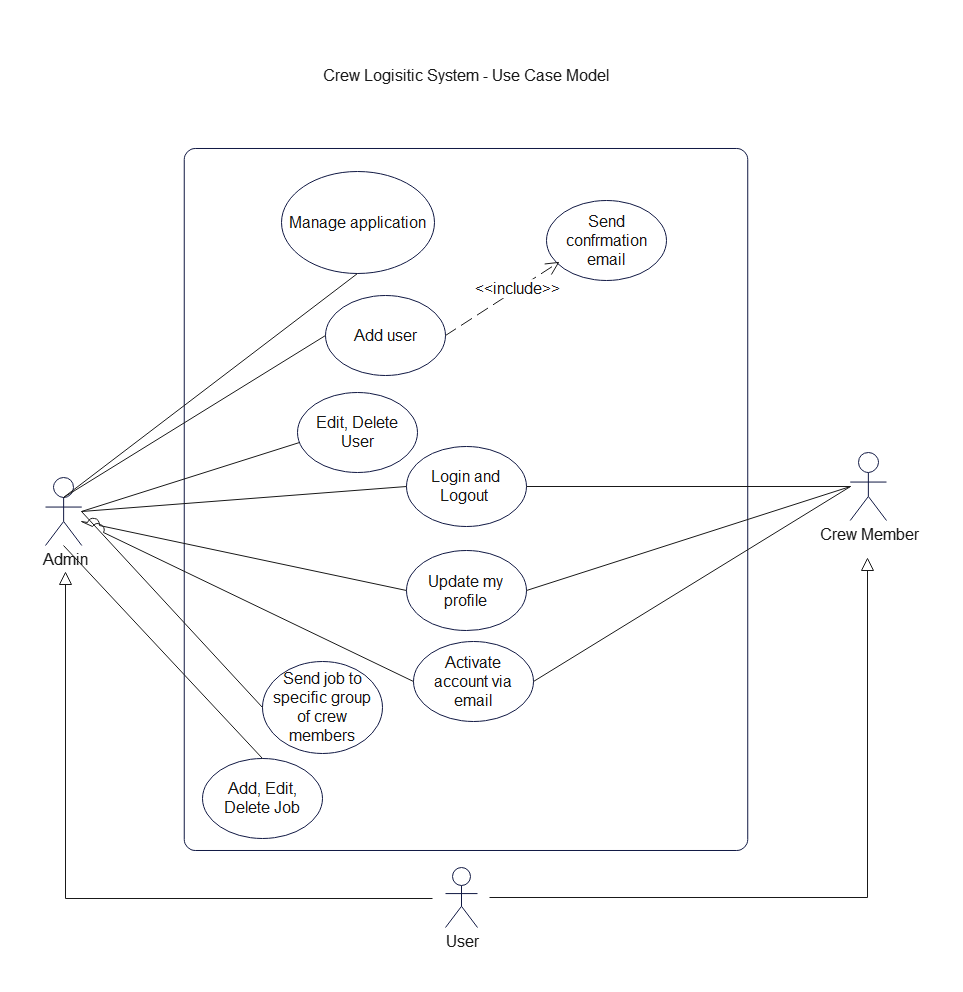


Figure Crew Logistic System - Use Case Model

### 1.3.2 High Level Use Case Descriptions

**Use case:** Manage application

**Actor:** Admin

**Description:** The admin who is logged in is responsible for maintain the application and check if every function is working correctly, also needs to check the logs to be able to see if there are some issues with backend. If some errors occurred needs to inform immediately the team who made the application.

**Use case:** Add new user

**Actor:** Admin

**Description:** The admin login into his account and then go to section where new user can be created. Needs to fill a form with details about the new user. Ones form is complete, the admin clicks on a button “create new user”. Ones the button is clicked the system sends notification to the email for the new user.

**Use case:** Edit, Delete User

**Actor:** Admin

**Description:** Ones the admin is on his/her account can modify the details about chosen user it can be admin or crew member. It depends on what is needed. The admin clicks on appropriate button edit or delete user. If admin clicked on edit button, then appears a form with data loaded from database. At this point user can edit the details about user. There is also a button for completely deleting the chosen user.

**Use case:** Login

**Actor:** Admin, Crew Member

**Description:** The user can login through the main page of the application by providing correct details about the account – email and password. Ones all data are correct the page is redirected to dashboard for the login user. It’s different accordingly for admin and crew member. The system saves JWT – Jason Web Token in the browser. The JWT is a string which contains all the details about logged user. The JWT work as a session for the user.

**Use case:** Logout

**Actor:** Admin, Crew Member

**Description:** The user can logout by clicking on appropriate button which is positioned on the navigation bar. Ones the user is logged out the JWT is automatically deleted.

**Use case:** Update my profile

**Actor:** Admin, Crew Member

**Description:** The user can update their profile by clicking on the button available on the sidebar. The users can change the details about themselves also can upload documents such as passport etc. It will be decided in future development what kind of documents are needed.

**Use case:** Activate account via email

**Actor:** Admin, Crew Member

**Description:** Ones the user is created needs to click on the received link. When the user does that is redirected to the page where can login to the system.

**Use case:** Send job

**Actor:** Admin

**Description:** Admin can create a group from a list of available crew and then send a specific job to those crew. This is useful because if any crew who doesn’t have required skill will be skipped.

# Chapter 2 Background Research

List of similar projects which will help to make this project:

* EMS – Employee Management System
* MSS – Management Self-Service
* HRIS – Human Resource Information System
* HR – Human Resource
* HOD – Head of Department

## 2.1 Literature reviews on subjects related to the project.

**Employee Management System source 1**

The first similar type of system to mine is Employee Management System. This type of system is challenging task to develop especially if it’s about using it remotely. The employee management system gives efficient way to manage work between admin work and the team. The system is designed to help the business owner specially to save money and time. The system can help for example what kind of task does specific worker. The admin via the system can assign to different assignment or/and department. The worker can efficiently apply for a holiday and the admin can accept it or reject it. The employees can add work report. Employee also can send a leave request so the employer will know this information immediately and will start to look for a substitution.

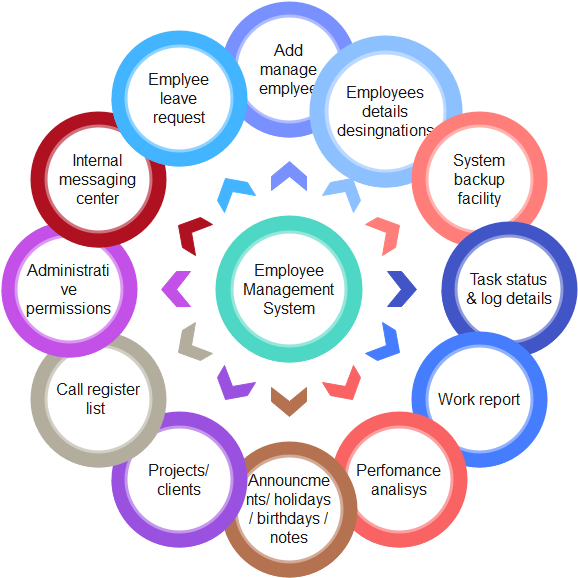
The Employee Management System is very important for the business where it runs. The data which is store in database can be accessed just for the authorized personnel with specific permissions. This is one of many important aspects during developing such as system. The system allows to have the data from the origin source which means from the employee because he/she can update the details about their self. The system provides a quick information for the admin and especially for the worker. The worker can see the work schedule, salary information, education information or contact information. This data is very useful because it allows to improve the efficiency and workflow of the business. Based on these data the admin or head of the organization can assign or reassign the specific tasks or departments or adjust the salary and the work schedule etc. [1]

Figure Example of functions for Employee Management System

Designing the Employee Management System

Very Useful Article at III section : Proposed System

[Employee Management System](https://d1wqtxts1xzle7.cloudfront.net/59920839/IRJET-V6I53820190703-77340-1wgivtj-libre.pdf?1562151693=&response-content-disposition=inline%3B+filename%3DIRJET_Employee_Management_System.pdf&Expires=1670978160&Signature=Gw55YsNjagwIsUj7WUcia4zOU6mLk5odloa7hTg3gGdHJt99nPaUwiy5B~r8zdJjlEPR9cTJWL8G~PKwi6K5keGOpZcj2hKctJnD4bftQL-Ee-no25ZEw4RhuOmy8gMorQaLC2YwR0Nz3F5MuKXBW0saDqN5bdxtdGUuyQD9bvvYZLvhF6YDLo3NUcRP6QCWGyHp~s4WtuL7OLzpVkFab~4lUD0ETquoHRsFd2MukhHA82XlCv6OqCLbAi~DLIGnoLa-DiMZfzlLamQIfwVZjq-JqBg~MHQ-ApX1S3obiV0frI~IAkPyrXrBv2u3HVsYHlp~ocXvbHPoi4-02pUIjA__&Key-Pair-Id=APKAJLOHF5GGSLRBV4ZA)

EMPLOYEE MANAGEMENT SYSTEM:

http://dspace.unza.zm/bitstream/handle/123456789/3632/MWEEMBA\_SIMAANYA\_DESERTATION.pdf?sequence=1&isAllowed=y

**Employee Management System example 2**

## 2.2 Critical evaluation of related products/solutions

**Employee Management System example 1**

I have listed below few similar products which they are available online.

**smb.co.uk**

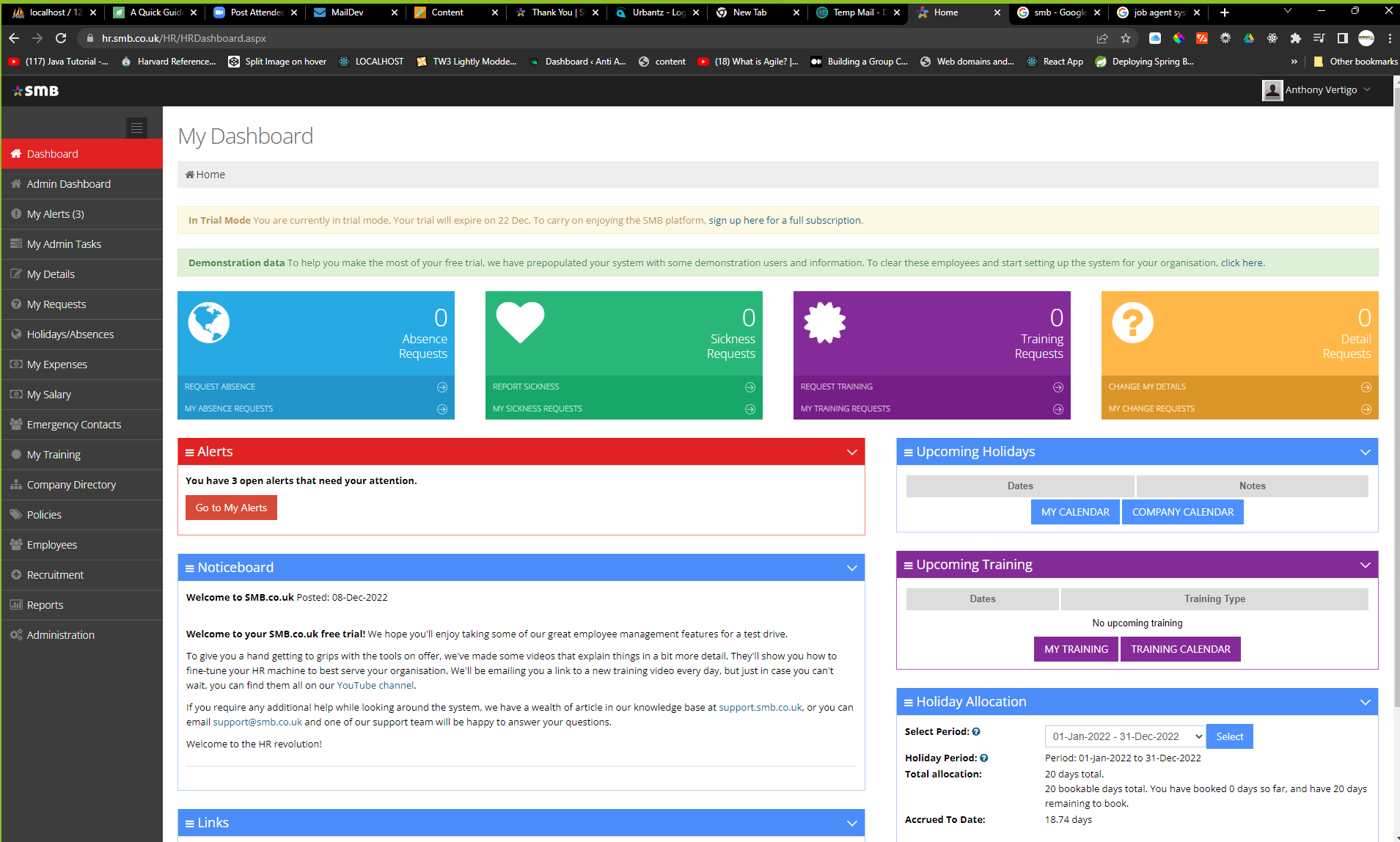


Figure Dashboard and Navbar of SMB

SMB helps for employers to manage data about their employees. It has friendly user interface and intuitive user experience. I will use it to inspire and adapt some features and solution from this platform.

**Employee Management System example 2**

The figure below preform the basic Employee Management System found in GitHub repository.

A picture containing graphical user interface

Description automatically generated

The project is a basic EMS system where user can add an employee. Ones the button “Add new employee” is clicked the page is redirected to form. The form contains fields about new employee who can be added by clicking “Add employee”. The employee can be alsoe edited and deleted form the database. The system using MySQL server. This project allows me to have a basic concept for my application. This project has been created in Java 11 and Spring Boot. I can see what functions has been created and see what I can use to my project. The fronted has been created in Thymeleaf the template engine for Spring Boot.

MORE EXAMPLES !!

## 2.3 Scope of the project

Goals:

Login system where admin or crew member will be logging in

Dashboard where admin can see what has been done in the system such as: new crew is available to work; crew have been uploaded or did not upload yet.

Adding new jobs and users.

Deleting, editing jobs and users.

MORE HERE

## 2.4 Tools selected to use in the project

### 2.4.1 Spring Boot – backend

Spring Boot is a Java-based framework used to build standalone, production-grade applications. It is designed to simplify the process of developing and deploying applications by providing a set of tools and libraries that make it easy to create and run a new application.

Some of the key features of Spring Boot include:

* An embedded servlet container (such as Tomcat or Jetty) that makes it easy to run your application as a standalone Java application.
* Auto-configuration of Spring beans based on the presence and configuration of certain classes in the classpath. This means that you can create a simple Spring application without writing any configuration code.
* Support for various types of database and messaging technologies out of the box, including JDBC, JPA, Hibernate, and JMS.
* A command-line tool that makes it easy to create and run Spring Boot applications.
* Support for easy deployment to various cloud platforms, such as AWS and Heroku.

Overall, Spring Boot is a powerful tool for building Java-based applications that are easy to develop and deploy.

### 2.4.2 React – frontend

React is a JavaScript library for building user interfaces. It was developed by Facebook and is often used for building single-page applications (SPAs) and mobile applications.

One of the key features of React is that it allows developers to create reusable components that can be easily combined to create complex user interfaces. This makes it easy to build large, interactive applications that can be easily maintained and scaled over time.

React is designed to be fast and efficient, with a virtual DOM (Document Object Model) that allows it to update only the parts of the page that have changed, rather than redrawing the entire page. This makes it well-suited for applications that need to handle large amounts of data and update the user interface in real-time.

In addition to its core library, React also has a number of complementary tools and libraries, such as React Router for managing application routing, and Redux for managing application state.

### 2.4.3 MySQL

MySQL is a popular open-source relational database management system (RDBMS). It is widely used for managing data in web and mobile applications, and is known for its reliability, flexibility, and ease of use.

MySQL is based on the Structured Query Language (SQL), which is a standard language for interacting with relational databases. It allows users to create, modify, and query databases, as well as control access to the data stored in them.

MySQL is designed to be fast and scalable, with a wide range of features that make it well-suited for a variety of applications. These features include support for transactions, foreign keys, views, and stored procedures, as well as support for various data types and indexes.

In addition to its core database engine, MySQL also includes a number of tools and utilities for managing and administering databases, such as the MySQL Workbench graphical interface and the mysqldump utility for backing up and restoring databases.

MySQL easily integrate with Spring Boot which makes the database convenient to use for this project. The platform can be installed additionally with phpMyAdmin. It user interface for MySQL where can be done the CRUD operations.

### 2.4.4 Visual Studio Code

The program is a free open source code editor developed by Microsoft. This Integrated Development Environment is useful because there is variety of extensions to add for it. The most important are :

* + IntelliSense – it help to write the code, its suggesting a code while typing.
  + Debugging support which allows to go through code and see potential issues.
  + Included terminal which allows to run a command straight away in the IDE.

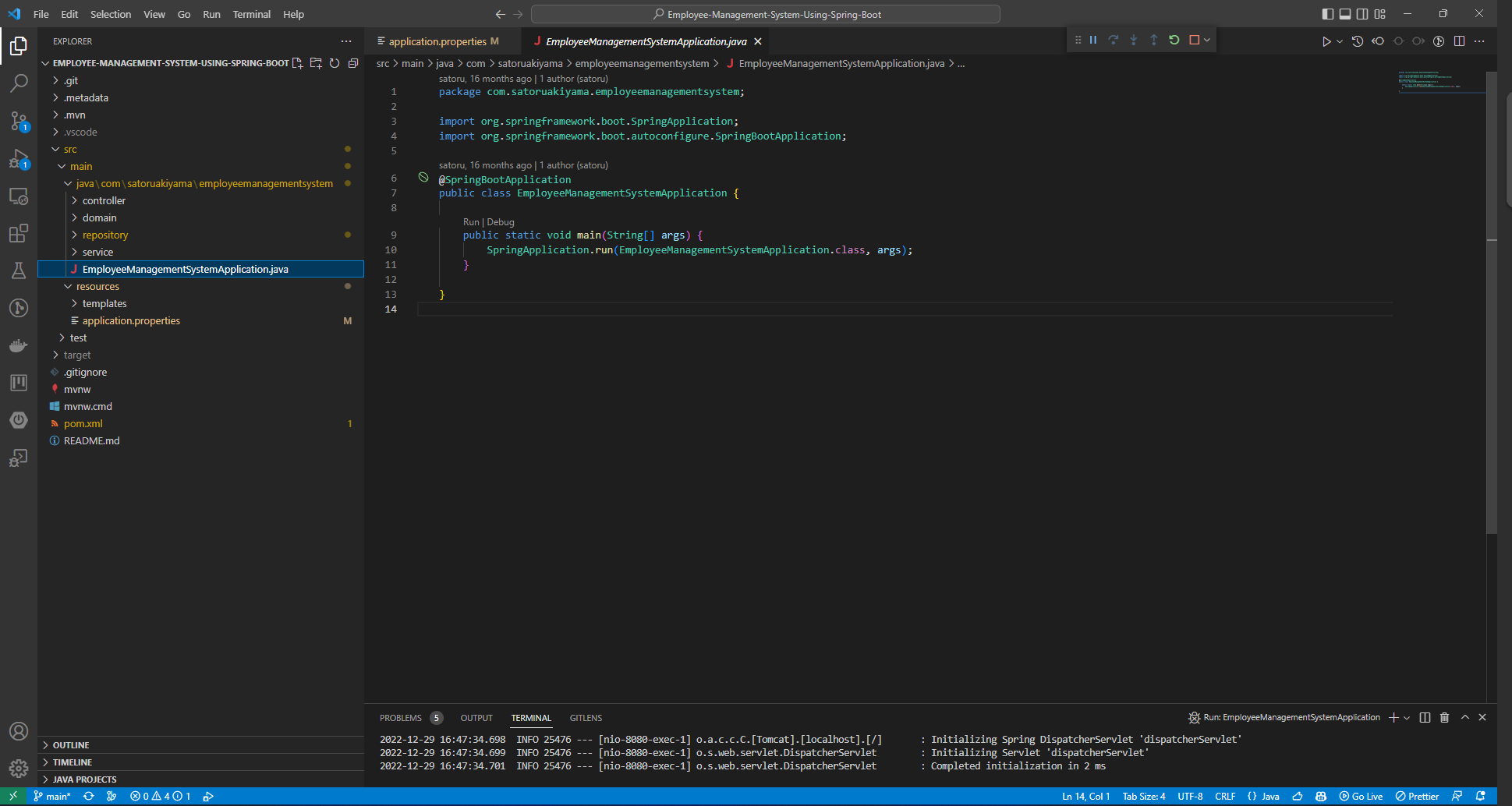
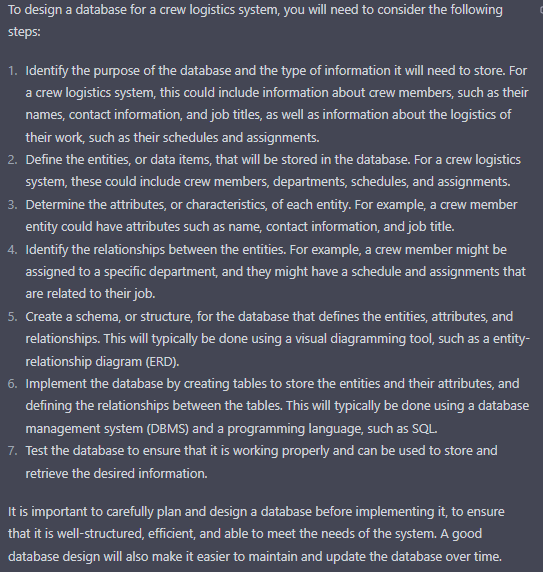
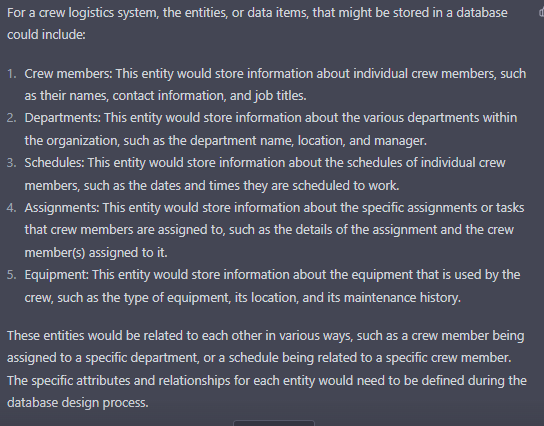


Figure Visual Studio Code in action. It has intuitive user experience which helps to make projects.

Steps to designing good database





# References (is has to be marked in the report as [1] [2] etc)

1. Diawati, Prety & Paramarta, Vip & Pitoyo, Djoko & Fitrio, Tomy & Mahrani, Wiyati. (2019). Challenges of Implementing an Employee Management System for Improving Workplace Management Effectiveness. Available at <https://www.researchgate.net/profile/Tomy-Fitrio/publication/338216184_Challenges_of_Implementing_an_Employee_Management_System_for_Improving_Workplace_Management_Effectiveness/links/5e07f14a4585159aa4a25ba6/Challenges-of-Implementing-an-Employee-Management-System-for-Improving-Workplace-Management-Effectiveness.pdf> . Last accessed 13 December 2022

# Bibliography

This is for general books as the Spring Boot book which I have bought