



## 1.1 Existing System

Uman resource management system is a suite of software applications used to manage human resources and related processes throughout the employee lifecycle. An HRMS enables a company to fully understand its workforce while staying compliant with changing tax laws and labor regulations.

### 1.2 Need for the New System

It refers to a suite of software that organizations use to manage internal HR functions. From employee data management to payroll, recruitment, benefits, training, talent management, employee engagement, and employee attendance, HRMS software helps HR professionals manage the modern workforce.

### 1.3 Objective of the New System

The major objective of the system is HR can easily maintain all information of the Employee and also Employee can see all the data related it.

#### 1.4 Problem Definition

HR leaders and staff are the primary users, given that they run day-to-day workforce operations and are responsible for compliance and performance reporting. However, HR isn't the only department that benefits. Companies can empower managers and employees with self-service for common tasks—an important selling point for younger hires. Executives can use an HRMS to generate data on workforce trends and their business implications



## 1.5 Core Component

## **৺** Web App

✓ Angular JS ✓ Angular 15 ✓ .Net MVC ✓ Ionic

BootstrapHtml

**Css** 

## 1.6 Project Profile

Project Title	HRMS
Technology Used	Angular 15 .Net MVC Ionic
	Prof. Rashmi Chouhan
Team Member	5
Developed By	Nandani Borse (ET21MTCA007) Urvashi Borse (ET21MTCA008) Khan Gosiya (ET21MTCA037) Dharmin Prajapati (ET21MTCA074) Anjali Shimpi (ET21MTCA093)
Front End	Angular JS, Bootstrap, Html, Css



#### 1.7 Assumption and Constrains

User must have basic knowledge of user interface of the system.

Internet connection is needed.

### 1.8 Advantages and Limitations of the Proposed System

## **Advantages**:

- HRMS System Provide an effective way to manage employees .
- Manage Attendance of all the employees with face recognition and also store its location which implement in phone.
- Manage Payroll system which contain Appraisal ,Loan Management, Pay slip functionality .
- Employee can see its profile and also its Attendance in App.
- Employee also can download its Pay slip.
- Employee also can download Reports like Employee Report, Pay slip etc.
- Employee also can download Document like Joining letter and Offer later etc .

## **U**Limitations:

• Internet connection is required.



# Chapter-2

Requirement Determination & Analysis



### 2.1 Requirement Determination

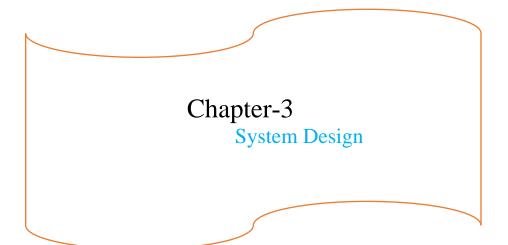
- To develop any application, it is important to identify the user requirements therefore it is very important to analyze the existing application.
- During analysis, initially, we started with studying the web with specification documents to understand the system and refer to an existing system. We started to collect the basic requirements of the web. During the discussion of the system, we had questions and answers in between the discussion, which helps us to clear the idea about the system. We met us project guide with basic details. He told us the changes to be made in the work completed.
- **Solution** We were able to get a lot of important information for the proposed web We observed that output the personnel give to their existing application and what kind of output they are getting.
- The new web is proposed to organize all the above activities so the work becomeseasy and any person can operate the app easily.



## 2.2 Targeted Users

- HR(Admin)
- **Employee** 
  - **View Own Profile**
  - View Own Attendance
  - Manage Own Attendance
  - View Own Salary Details

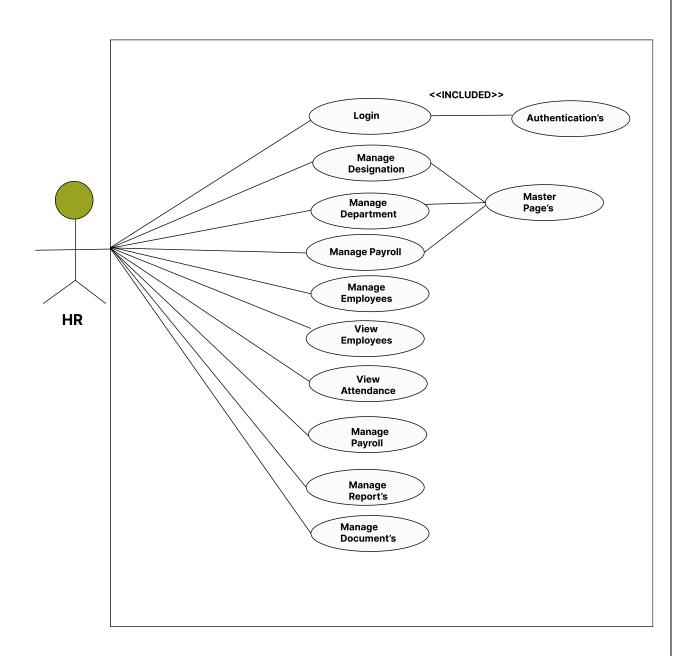








## 3.1 Use Case Diagram



[Figure: 3.1.1 Use Case Diagram for HR( Admin)]

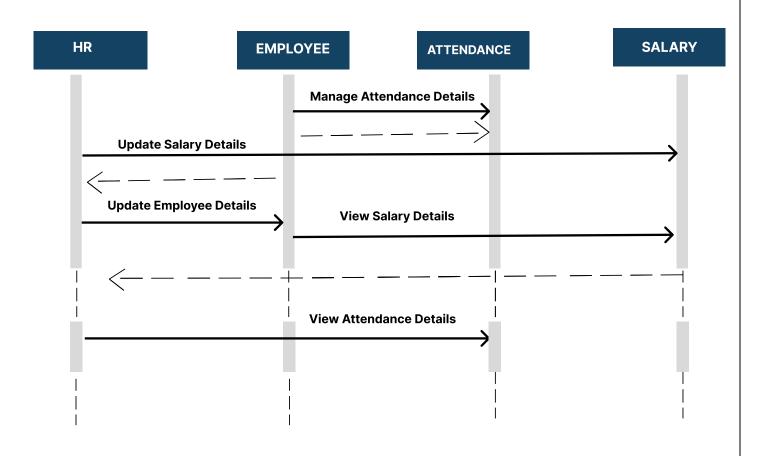




[Figure: 3.1.2 Use Case Diagram for Employee (Application)]

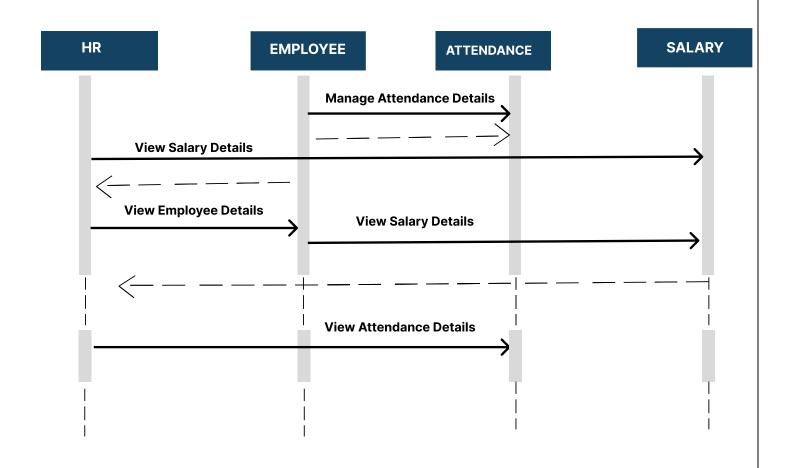


## 3.2 Interaction Diagram



[Figure: 3.2.1 Interaction Diagram for Admin.]

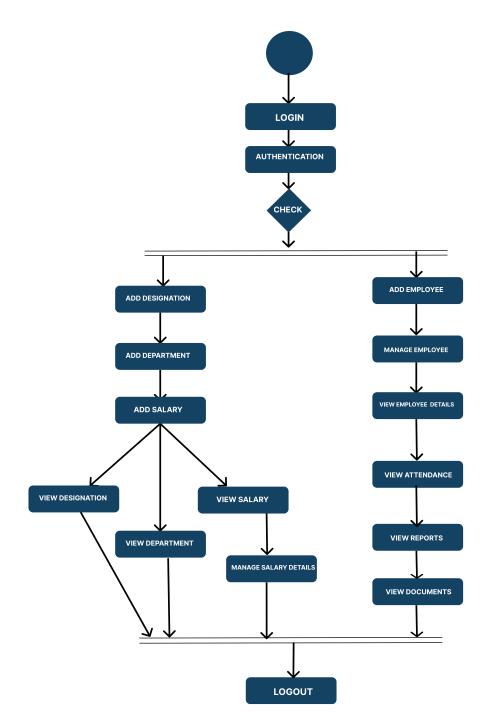




[Figure: 3.2.1 Interaction Diagram for App.]

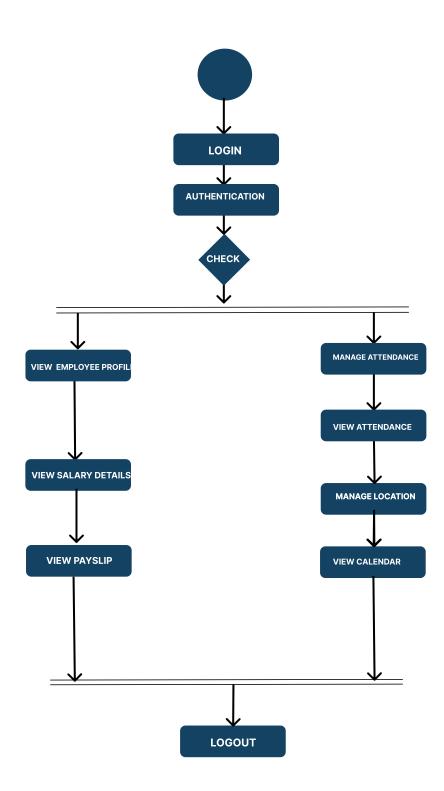


## 3.3Activity Diagram



[Figure: 3.3.1 Activity Diagram for Web.]





[Figure: 3.3.2 Activity Diagram for App.]



Chapter-4
Development



### 4.1 Coding Standard

#### **Fundamentals**

 AngularJS is a toolset for building the framework most suited to your application development. It is fully extensible and works well with other libraries.

#### **Naming**

- Include all the words needed to avoid ambiguity for a person reading code where thename is used.
- Omit needless words. Every word in a name should convey salient information at theuse site.
- Name variables, parameters, and associated types according to their roles, rather thantheir type constraints.

#### **Conventions**

- **Essential:** These rules help prevent errors, so learn and abide by them at all costs.
- **Strongly Recommended:** These rules have been found to improve readability and/ordeveloper experience in most projects.
- **Recommended:** Where multiple, equally good options exist, an arbitrary choice can be made to ensure consistency. In these rules, we describe each acceptable option and suggest a default choice.

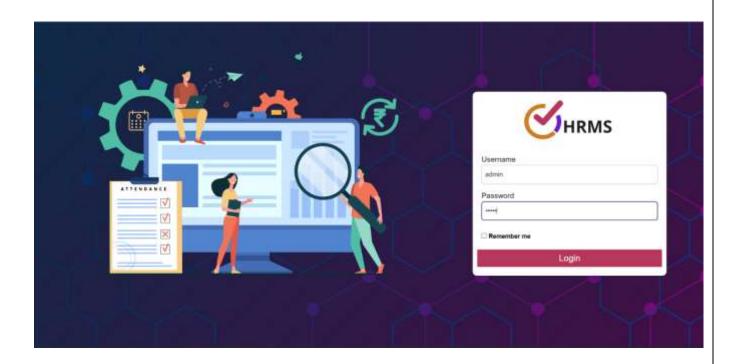
#### **File Format**

• The most basic Angular js project will include an HTML, JavaScript, css, and JQuery Ionic file.

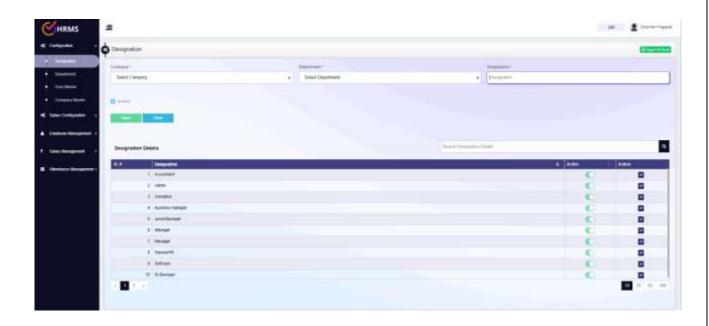


4.1 Screenshots

## **LOGIN PAGE**

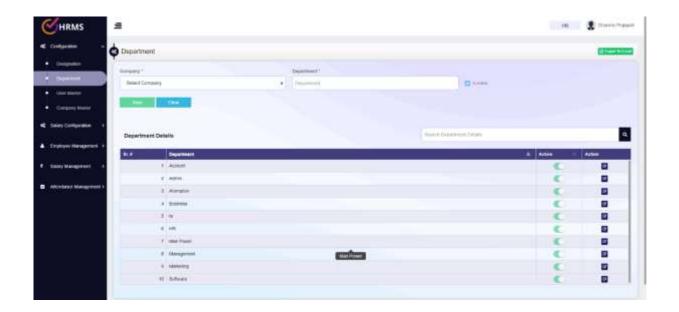


## **DESIGNATION VIEW(MASTER PAGE)**

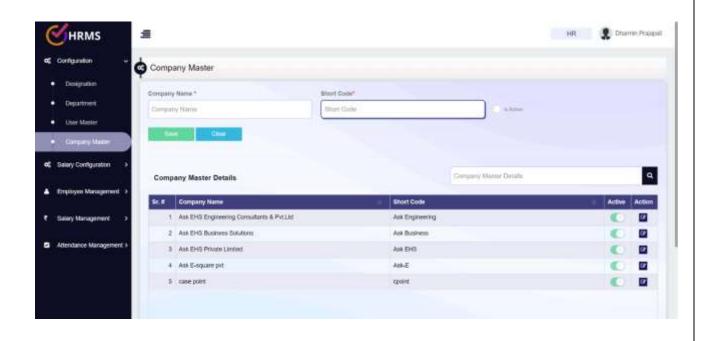




# **DEPARTMENT VIEW (MASTER PAGE)**



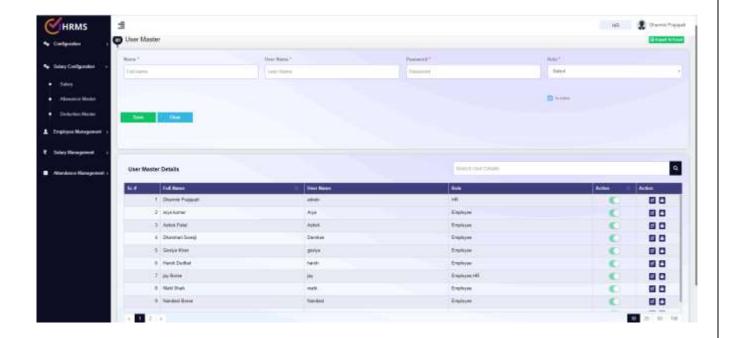
## **COMPANY MASTER**



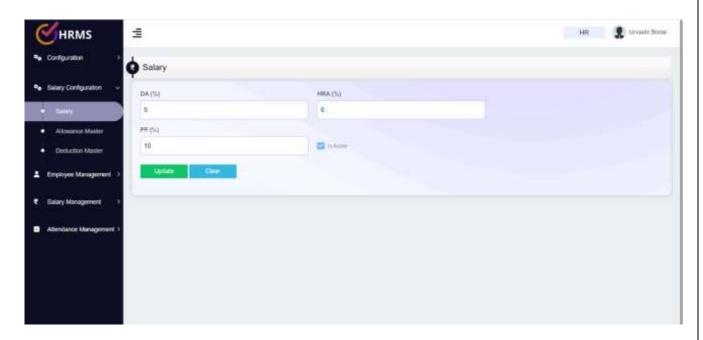




# **USER MASTER (MASTER PAGE)**

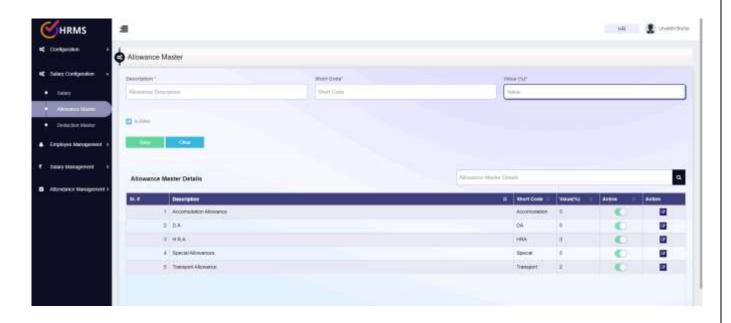


## **SALARY MASTER**

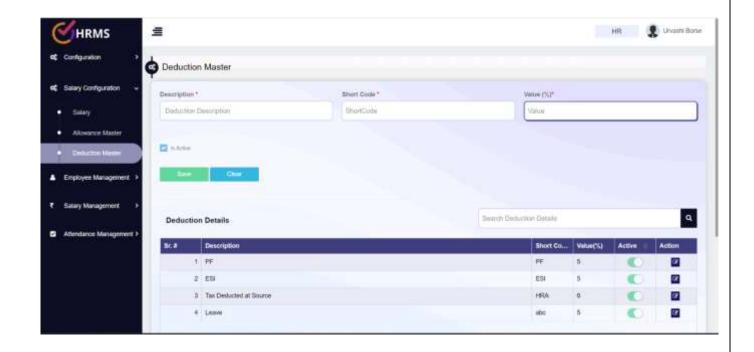




## **ALLOWANCE MASTER**



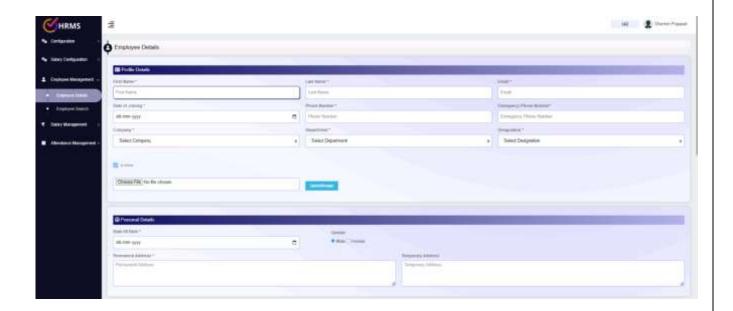
## **DEDUCTION MASTER**

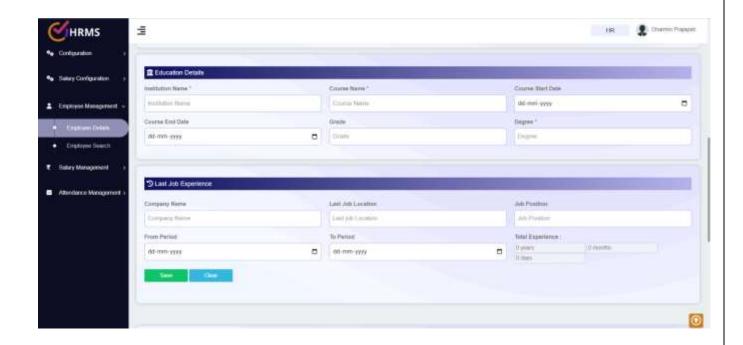




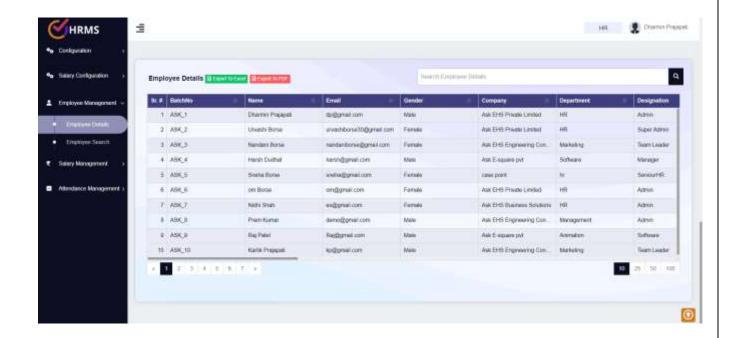


## **EMPLOYEE MANAGEMENT**

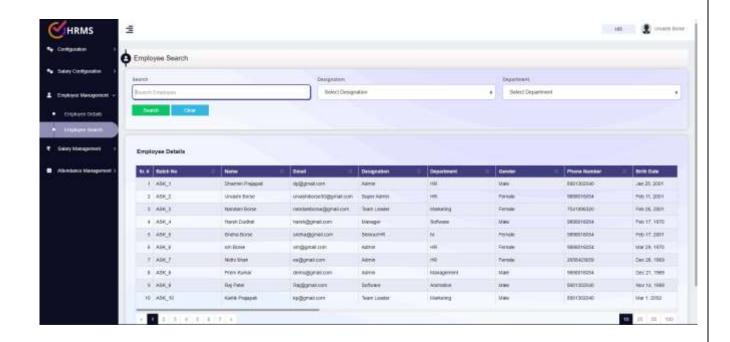








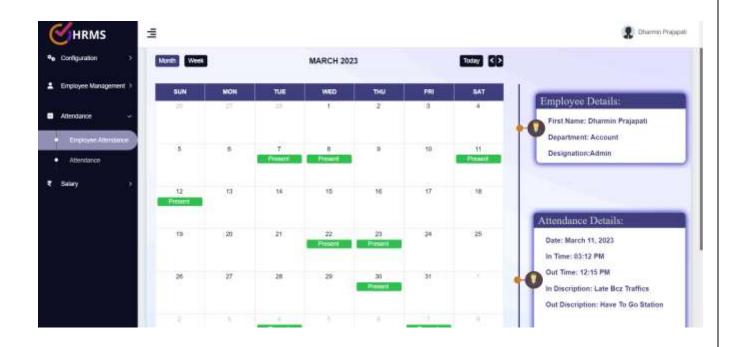
### **EMPLOYEE SEARCH**

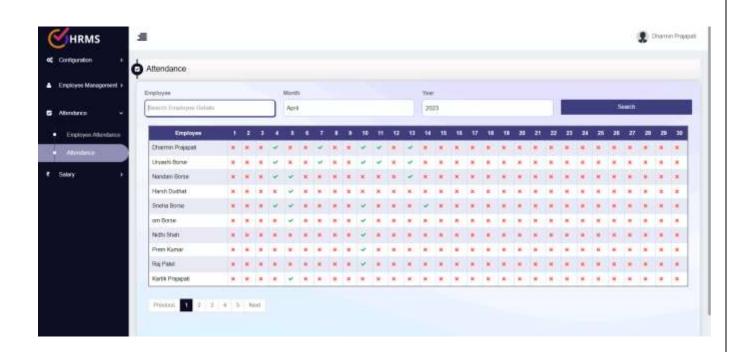






### ATTENDANCE CALENDAR

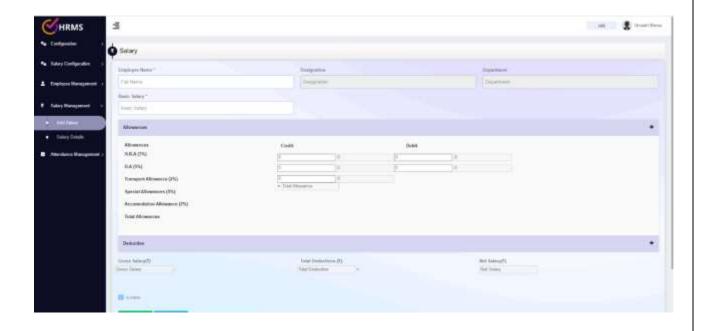


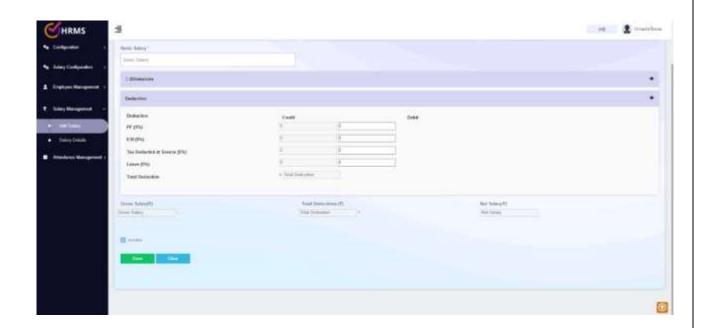






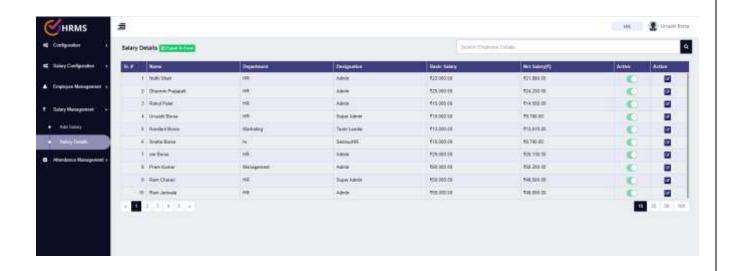
## **SALARY MANAGEMENT**

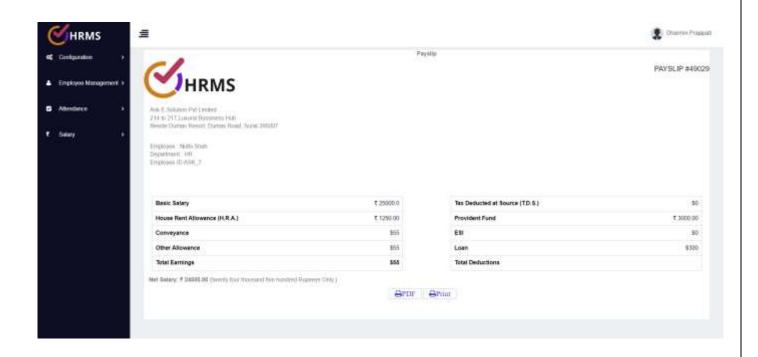




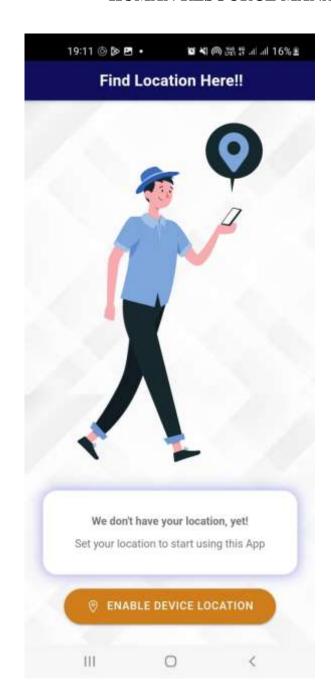








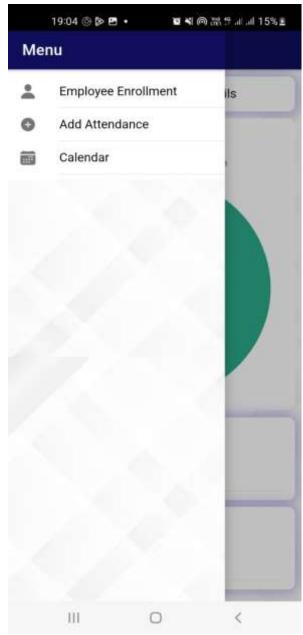










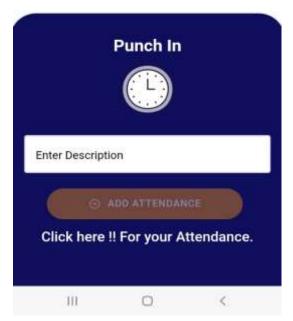




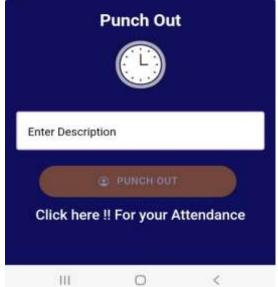




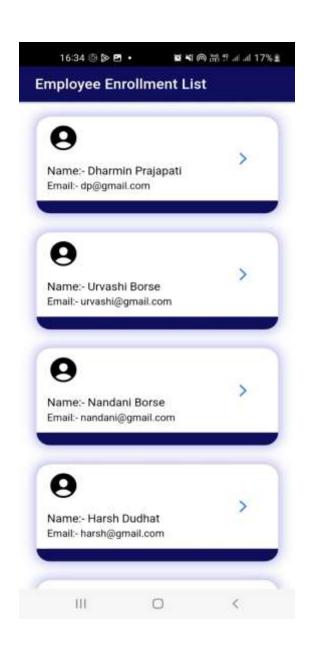








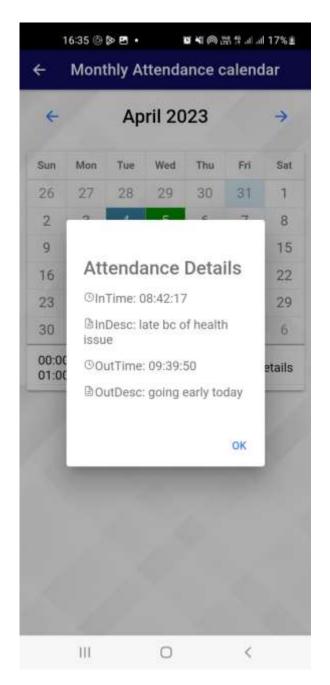














Chapter-5
Agile Documentation



# 5.1 Agile Project Charter

General Project Information	
Vision:	The main purpose of the project is to offercomplete solution of the need by inspection companies
Objective:	HR can handle all Employee information like personal data, Attendance, Salary, Etc.
Organization:	ASK E-Square Business Solutions Pvt. Ltd
Success Criteria:	Employee Data can easily handled
Project Size Estimate:	Large scale project - total roles are HR, Employee
Technology:	Web application(Angular JS, .Net MVC, Ionic)
Approaches:	Strategies, methodologies, processes, tools, andtechniques the team will follow.



# 5.2 Agile Roadmap/Schedule

Home Inspector	February	February	March	March	March	April 1-15
Tech	9-20	21-28	1 - 10	10-20	21-30	1-15
Learning Angular JS, Ionic, Bootstrap .Net						
Some Task Complete in Angular JS and .Net ,Design						
Address Book Project For						
GitHub						
Refer Project						
Find New Module						
Create Plan Module and						
Testing						
Project Related language Change						
Change						
Some Bugs slove, testing						
And document						



## 5.3 Agile Roadmap/Schedule

1st QUARTER	2 <sup>nd</sup> QUARTER					
9-02-2023 to 20-02-2023 Understand project definition, gatherrequirement and finalize the project scope.	21-02-23 to 10-03-2023 We design the system and drawvarious diagram such as:  Use Case Diagram Interaction Diagram Data Dictionary					
3rd QUARTER	4th QUARTER					
11-03-2023 to 25-03-2023 We implement the crude operation of the project, tested the module and documentation is prepared side by side.	26-03-2023 to 05-04-2023 We integrate all modules and testedoverall system; whatever changes happen are incorporated also documentation is made side by side.					
FINAL QUARTER						
14-04-2023 Final presentation and final documentation to be done.						



## 5.4 Agile User Story

✓ A user story is a tool used in agile software development to capture a description of a software feature from other organization perspective. A user story describes the type of user, what they want and why. A user story helps to create a simplified description of a requirement.

Sr no.	Module Name	Description
User Story 1	Storage detail	The detail for different type of storing facility.
User Story 2	Plan	Organization check the plan an after purchase the plan
User Story 3	Developer	Login and check activity



## 5.5 Agile Release Plan

TASK NAME	RESPONSIBL <u>E</u>	STAR T	END	DA YS	<u>STATUS</u>
SPRINT 1	Nandani Urvashi	9/02/23	22/02/23	13	Complete
Project Definition	Gosiya Dharmin Anjali	9/02/23	18/02/23	9	Complete
Gather Requirement	Nandani Urvashi Gosiya Dharmin Anjali	18/02/2 3	29/02/23	11	Complete
Project scope	Dharmin Anjali	29/02/23	05/03/23	7	Complete
SPRINT 2	Nandani Urvashi Gosiya Dharmin Anjali	05/03/23	23/03/22	18	Complete
Use Case Diagram	Anjali	05/03/23	07/03/23	2	Complete
Activity Diagram	Urvashi Gosiya	08/03/23	10/03/23	2	Incomplet e
Sequence Diagram	Dharmin Anjali	10/03/2 3	13/03/2 3	3	Incomplet e
SPRINT 3	Nandani Gosiya Anjali	13/03/2 3	20/03/2 3	7	Complete
Testing characters	Nandani Urvashi Gosiya Dharmin Anjali	13/03/2	01/04/2 3	19	Complete
Test the Module	Nandani Urvashi Gosiya Dharmin Anjali	14/03/22	25/03/2 2	11	Complete
Documentation	Nandani Urvashi Gosiya	26/03/2	01/04/2 1	7	Incomplet e



	Dharmin Anjali				
SPRINT 4	Nandani Urvashi Gosiya Dharmin Anjali	02/04/22	04/04/2	3	Complete
Integrate Modules	Anjali	05/04/22	05/05/2 2	30	Complete
Test System	Nandani Urvashi Gosiya Dharmin Anjali	05/04/2	10/04/2	5	Complete
Changes Incorporated	Nandani Urvashi Gosiya Dharmin Anjali	10/04/2	25/04/2 2	15	Complete
Documentation	Nandani Urvashi Gosiya Dharmin Anjali	26/04/22	30/04/2	4	Complete



# 5.6 Agile Test Plan

PROJ	ECT	HUMAN		i	BROWSER	GOOGLE
NAN	<u>/IE</u>	RESOURC	E			CHROME
		MANAGEI	MENT			
		SYSTEM				
WRITT	EN BY			DESCRIPTION		09-02-2023
		Nandani				
		Borse(ET21MTCA007) Urvashi Borse(ET21MTCA008)				
		Gosiya Khan (ET21MTCA037)				
		Dharmin Prajapati	,			
		(ET21MTCA074)	13 (FEC 4 002)			
		Anjali Shimpi(ET2)	IMTCA093)			
TESTE	D BY			]	TESTED ON	25-04-2023
	<u></u>	Nandani		_		
		Borse(ET21MTCA)	,			
		Urvashi Borse(ET2 Gosiya Khan (ET21	,			
		Dharmin Prajapati				
		(ET21MTCA074)	13 FFG ( 000)			
		Anjali Shimpi(ET21MTCA093)				
TEST #	DATE	ACTION	EXPECT	ED	ACTUAL	PASS
			RESULT	<u>rs</u>	<u>RESULTS</u>	
1	27-01-23		Understand		Definition is understood.	<b>√</b>
		definition	objective definitio		understood.	
2	01-02-23	Draw diagrams			Diagrams are	./
			are drav		completed	<b>V</b>
3	08-02-23	organization	correctl All the deta	•	Obtained	×
	00 02 23	data the organi			trained data.	
			are store			
7	11-02-23	Module Module	properly Module des		Designed	4.5
,	11-02-23	Designs			successfully	×
8	21-02-23	3 Test the	Module sh	ould	Module has	/
		module	be error	free	errors	<b>\</b>
L	I		I		I	I

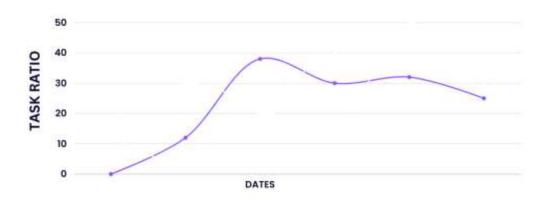


9	22-03-23	Task work flow	Check for proper task workflow of the system.	completed	<b>✓</b>
10	05-03-23	Tested overall system	System is completed with no errors	System works properly	✓
11	30-04-23	Documentation	Report is generated	Report generation is completed	✓



## 5.7 Earned-Value and Burn Chart

# **HRMS**





Chapter-6

Proposed Enhancement



## 6. Proposed Enhancement

- Uman resource management is the strategic approach to nurturing and supporting employees and ensuring a positive workplace environment.
- Some module's will be added like leave management or Experience.
- Server will be change in future.



Chapter-7
Conclusion



## 7. Conclusion

The Project is almost complete with all the modules integrated with each other thus, completing the application and making it whole. The client provides further work such as feature requested, live support training, discussion in comment approve.



Chapter-8
Bibliography



# 8. Bibliography

https://www.w3schools.com/angular/
https://getbootstrap.com/

https://ionicframework.com/
https://getbootstrap.com/docs/3.3/
https://dotnet.microsoft.com/en-us/apps/aspnet/mvc