Task 1: Algorithm Development Task: Inventory Recording System Start For each item in inventory Item id=1, Current stock =30 Item_id , current_stock, Forecasted demand =105, forecasted_demand,reorder_cost_p er_unit,reorder_batch_size reorder cost/unit=3 , Reorder batch size=20 Calculate Shortage: Shortage =105-30 = 75 Shortage=forecasted demand – current stock Shortage > 0 Yes No Calculate Units_to_order = 0 units to order Reorder cost = Reorder_cost = units_to_order * reorder cost per unit 80 * 3= 240(75 rounded to 80) Store reorder plan for item Repeat for all items Return order plan End

Algorithm Explanation

Let explain the algorithm with an example

Begin the process for analyzing the inventory to calculate reorder quantities.

Each item in the inventory

```
item_id
current_stock (number of items currently in stock)
forecasted_demand (estimated demand for the item)
reorder_cost_per_unit (cost per unit to reorder)
reorder batch size (minimum units that must be ordered in one batch).
```

Here,

```
Item id=1 , Current stock =30
Forecasted demand =105,
reorder cost/unit=3 , Reorder batch size=20
```

To Calculate shortage:

```
Shortage = Forecasted_demand – Current stock

Shortage = 105 - 30 = 75

Units to Order = Round 75 to next multiple of 20(Reorder batch size) \rightarrow 80
```

```
If units to order > 0:
```

```
Use the formula:
reorder_cost = units_to_order * reorder_cost_per_unit
Reorder Cost = 80 * 3 = 240
```

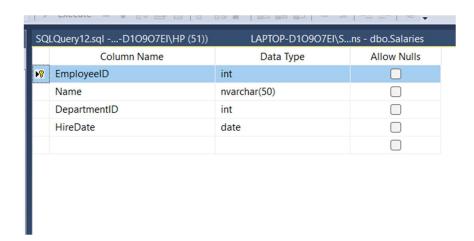
End

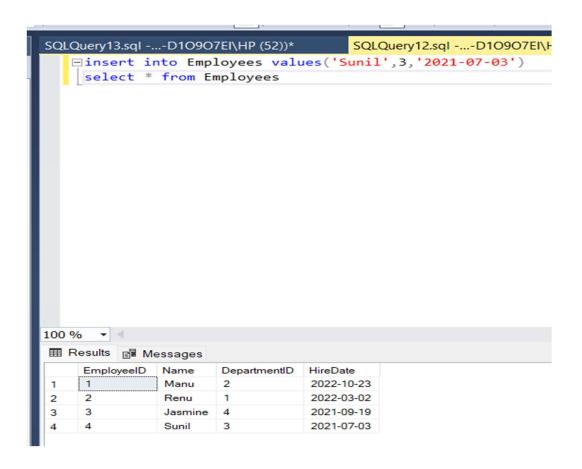
Terminate the process after processing all inventory items.

Database Task: Employee Management System

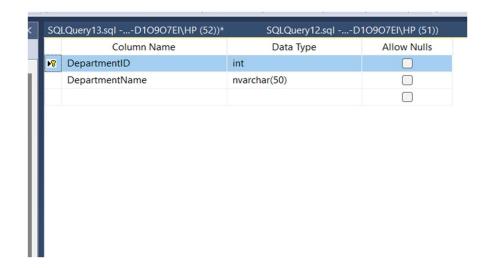
1.Database Schema:

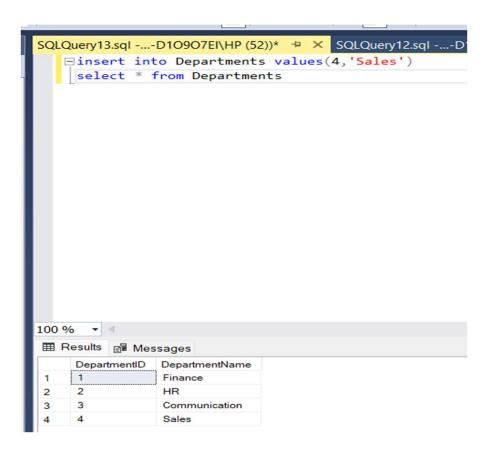
Employee Table



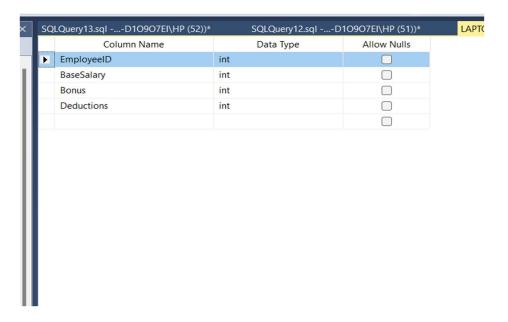


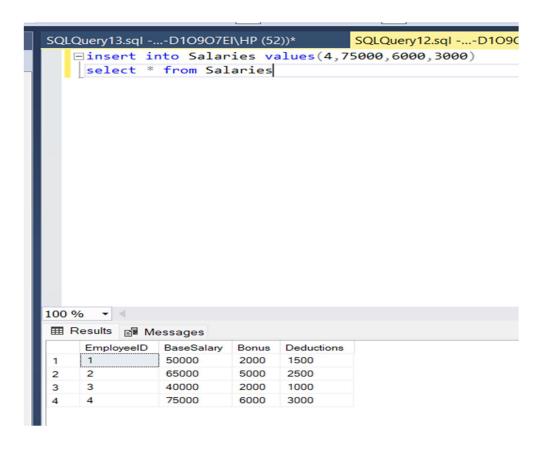
Departments Table





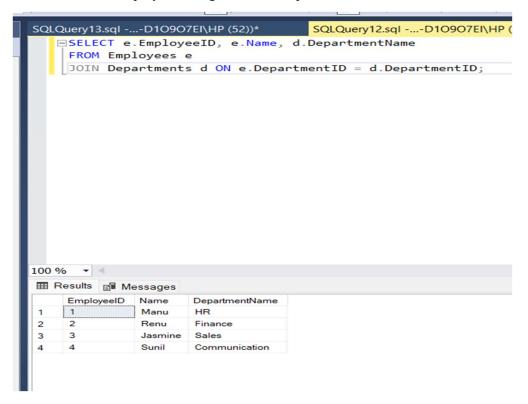
Salaries Table



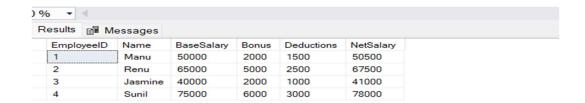


2.SQL Queries

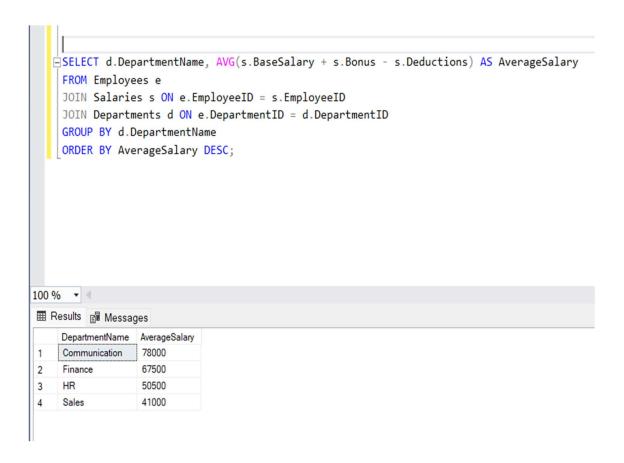
• List all employees along with their department names



• Calculate the net salary for each employee using: Net Salary = Base salary + Bonus -Deductions



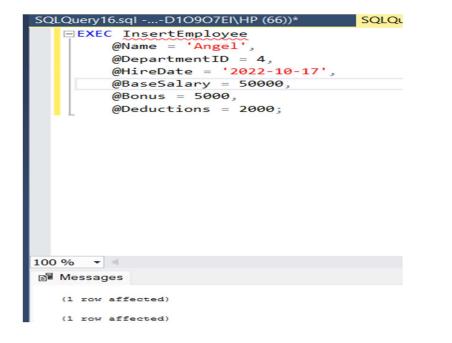
• Identify the department with the highest average salary.



3.Stored Procedure

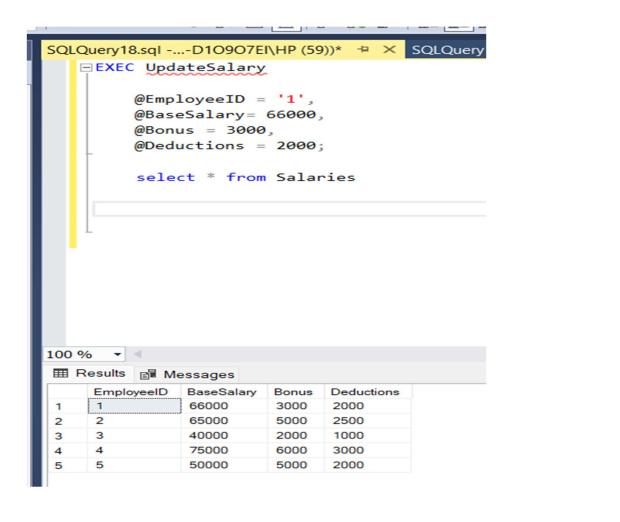
A procedure to insert a new employee into the Employees table ,ensuring valid DepartmentID and other constarints

```
SQLQuery16.sql -...-D1O9O7EI\HP (66))*
                                     SQLQuery15.sql -...-D1O9O7EI\HP (67))*
                                                                            SQLQuery
   □create procedure InsertEmployee
        @Name nvarchar(50),
        @DepartmentID int,
        @HireDate date,
        @BaseSalary int,
        @Bonus int,
        @Deductions int
        as
         begin
         begin try
            begin transaction;
         insert into Employees (Name, DepartmentID, HireDate)
            values (@Name, @DepartmentID, @HireDate);
            declare @NewEmployeeID int = SCOPE_IDENTITY();
            insert into Salaries (EmployeeID, BaseSalary, Bonus, Deductions)
           values (@NewEmployeeID, @BaseSalary, @Bonus, @Deductions);
           commit transaction;
            end try
           begin catch
            if @@TRANCOUNT > 0
                rollback transaction;
        end catch;
         end;
```



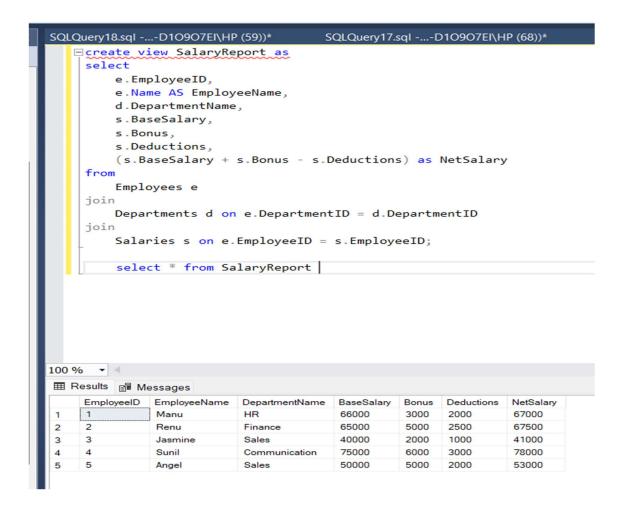
• A procedure to update the salary details of an employee

```
5QLQuery17.sql -...-D10907EI\HP (68))* → × SQLQuery16.sql -...-D10907EI\HP (66))*
                                                                           SQLQuery15.sql -...-D1O9O7EI\HP (67))*
  □CREATE procedure UpdateSalary
    @EmployeeID int,
    @BaseSalary int,
   @Bonus int,
    @Deductions int
    as
  begin
   begin try
            begin transaction;
    update Salaries set BaseSalary=@BaseSalary,Bonus=@Bonus,Deductions=@Deductions where EmployeeId=@EmployeeID;
    commit transaction;
        end try
        begin catch
            if @@TRANCOUNT > 0
                rollback transaction;
            throw;
        end catch;
```



4. Views:

A view that combines Employees ,Departments, and Salaries to provide a detailed report of employee salaries with department name and net salaries



• A view that lists employees earning above a certain threshold

