



# **Work Progress Report**

Name: Ishimwe Serge

**Position:** Frontend Developer

Date: 30th July 2025, 11:59 PM CAT



#### Introduction

This report outlines the frontend work I completed today on the **Aby Inventory System**, focusing on the Employee Dashboard. I implemented role-based access control and enhanced the login behavior to support both online and offline usage, improving both usability and security.



## 🔽 Key Tasks Completed

#### 1. Employee Dashboard Role-Based Access

- Implemented logic to check an employee's role after login and control visibility of dashboard sections based on their assigned position.
- Only users with specific roles can access sensitive links like employee management or permission settings.
- Used conditional rendering to hide or disable restricted UI elements from unauthorized users.

 Displayed toast messages for unauthorized access attempts and ensured smooth redirects to allowed sections.

#### 2. Offline Support for Logged-In Employees

- Integrated logic to keep employees **logged in while offline**, as long as they had previously logged in while online.
- Stored authenticated session details securely in the browser using local storage for offline persistence.
- Ensured role-based access remains functional even when the system is in offline mode.
- Added fallback handling in case session data is missing or outdated while offline.

### What's Next

- Add visual indicators for online/offline state inside the dashboard.
- Continue improving offline-first UX for other features like stock views and reports.
- Begin development of session timeout or re-authentication flow.

# **Summary**

Today's work focused on improving the **Employee Dashboard** with **role-based access control** and **offline login persistence**. Now, employees who have logged in while online can continue using the system with proper access levels, even without an active internet connection. These improvements ensure a secure and reliable experience in both online and offline environments.