Haskell Group Progress Report

Members:

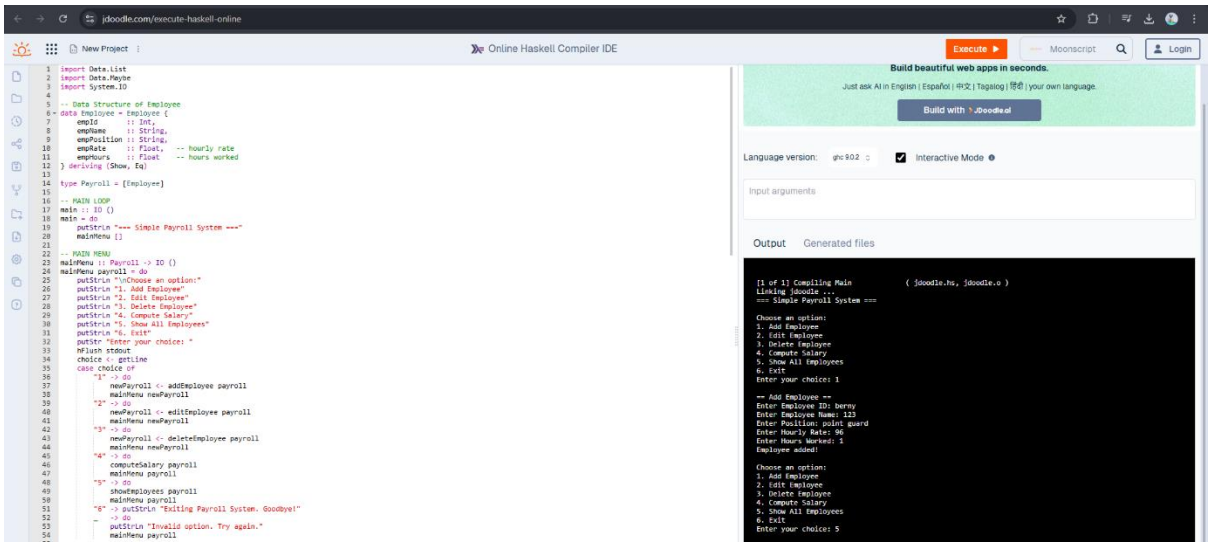
Del Mundo, Guiane Carlo

Lumba, Nelwyn Jairoh

Pugal, Reiven Curt

Rivera, Kurt Francis

This week, after learning the control flow structures of Haskell (using case statements), we have finished creating the main menu and submenu of our program. Below is a screenshot of the program and the inputs needed for the payroll system. Currently, it still lacks the database functionality as we are still researching of ways or plugins to link SQL and Haskell.




**Inputs:**

**choice(String)** - input used by the user to navigate the program

**idStr(String)** - read input for employee ID

**name(String)** - input for employee name

**pos(String)** input for employee position in the company

**rateStr(String)** - input for employee's hourly rate

**hoursStr(String)** - input for hours worked of the employee

*Note: all read inputs in Haskell is in the String datatype, the program converts the String into the appropriate datatype for each employee information*

**Declarations:**

**Employee(Data Type)** – similar to class in Java, this sets up an object or a data type with the attributes empId, empName, empPosition, empRate, and empHours.

**Payroll(List)** – contains the list of employees in the program

**main** – is the entry point of the Haskell program

**mainMenu** – the function that contains the choices and the employee function options and control flow functionality

**addEmployee** – adds an employee to the payroll list

**editEmployee** – edits an existing employee's details

**deleteEmployee** – deletes an employee in the payroll list

**computeSalary** – computes the salary of an employee based on hours worked, hourly rate, and deductions

**showEmployees** – shows the employee database