

Phase 2: Org Setup & Configuration

Goal: Prepare Salesforce environment for the Leave Tracker App.

1. Salesforce Editions

- Use Developer Edition Org (free Dev Org) for building and testing.

2. Company Profile Setup

- Go to Company Settings → add company info, set local time zone.
- Set currency to INR/USD (optional, for future payroll/HR integrations).

3. Business Hours & Holidays

- Define working hours (e.g., 9 AM – 6 PM).
- Add public holidays → no leave approvals should be processed on these days.

4. Fiscal Year Settings

- Standard (Jan–Dec).
- Useful if leave policies reset annually.

5. User Setup & Licenses

- Create users:
 - Employee (leave requester)
 - Manager (approver)
 - HR (reporting & compliance)
- Assign Salesforce licenses appropriately.

6. Profiles

- Employee Profile: Can create/view their own leave requests.
- Manager Profile: Can approve/reject leave requests.
- HR Profile: Full access, including reports and dashboards.

7. Roles

- Manager on top → sees requests of their team.
- Employees below → can only see their own requests.
- HR at a higher level → visibility across the org.

8. Permission Sets

- If employees need extra access (e.g., view leave balance reports), assign Permission Sets instead of modifying Profiles.

9. OWD (Org-Wide Defaults)

- Leave_Request__c object: Private → only owner and manager can see.
- Ensures data privacy between employees.

10. Sharing Rules

- If certain leave requests need to be visible to HR or specific managers, create Sharing Rules.

11. Login Access Policies

- Restrict login hours for Employees (optional, e.g., 9 AM – 6 PM).
- Managers/HR can have extended access.

12. Dev Org Setup

- The Developer Org acts as a sandbox → where we configure objects, fields, flows, and automation.

13. Sandbox Usage

- In real implementation: Build in Sandbox, test, then deploy to Production.

14. Deployment Basics

- Use Change Sets to move configuration from Sandbox → Production.
- This ensures all automation, objects, and flows are migrated properly.