

CST 291-2 / IIT 271-2

Group No: 12

EMPLOYEE MANAGEMENT SYSTEM FOR A COMPANY

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Table of Contents.

1] Introduction.....	1
2] Flow chart.....	2
3] Use case diagram.....	6
4] Activity diagram.....	7
5] Database design diagram.....	8
6] Class Diagram.....	9
7] Entity Relationship diagram.....	10
8] Conclusion.....	11

1: Introduction.

Employee management system is a project, which aims in developing a computerized system to maintain all activities of a company in order to make Employee Management more efficient and easier to handle. Employee Management system is a new digital technology that allow the company's business to automate manual processes. This project has many features, which are generally not available in manual Employee management systems.

All the details of the company, advertisements and announcements for the vacancies of various departments are provided through an online. User can Access it throughout the local intranet. It also has login facility of admin, HR manager (Human resources) and employees. Each one can go through the system by using theirs username and password. The admin can monitor the whole system. The admin after logging into his account he can generate and schedule the projects, monitoring the salary report and manage the whole details of the employees like personal details, leave applications and loan services and post advertisements and open position in company . The HR manager after logging into his account he can calculate the salary and produce the report about it and he also can apply the loan services and leave application. The employees can apply the leave application and loan services after logging into his account.

In addition, Rewards and feedback are also included in Employee Management System. Rewards are mentioning the achievements of the company or employees. It is give the self-motivation and encourage to the employees. Feedback also access by user, HR manager and employees. They can put the any type of feedbacks about the system and company. All these are able to help admin to manage the system with more convenience and in a more efficient way as compared to employee systems, which are not computerized.

Overall this project of ours is being developed to maintain the whole company in the best way possible and also reduce the human efforts. The goals of this project are to provide simplicity as well as security and efficiency to the management of Company. Throughout the project the focus has been on handling the all thing in an easy and intelligible manner and increasing the targets of the company.

2: Flow chart.

A flowchart is simply a graphical representation of steps. It shows steps in sequential order and is widely used in presenting the flow of algorithms, workflow or processes. Typically, a flowchart shows the steps as boxes of various kinds, and their order by connecting them with arrows.

2:1 USER

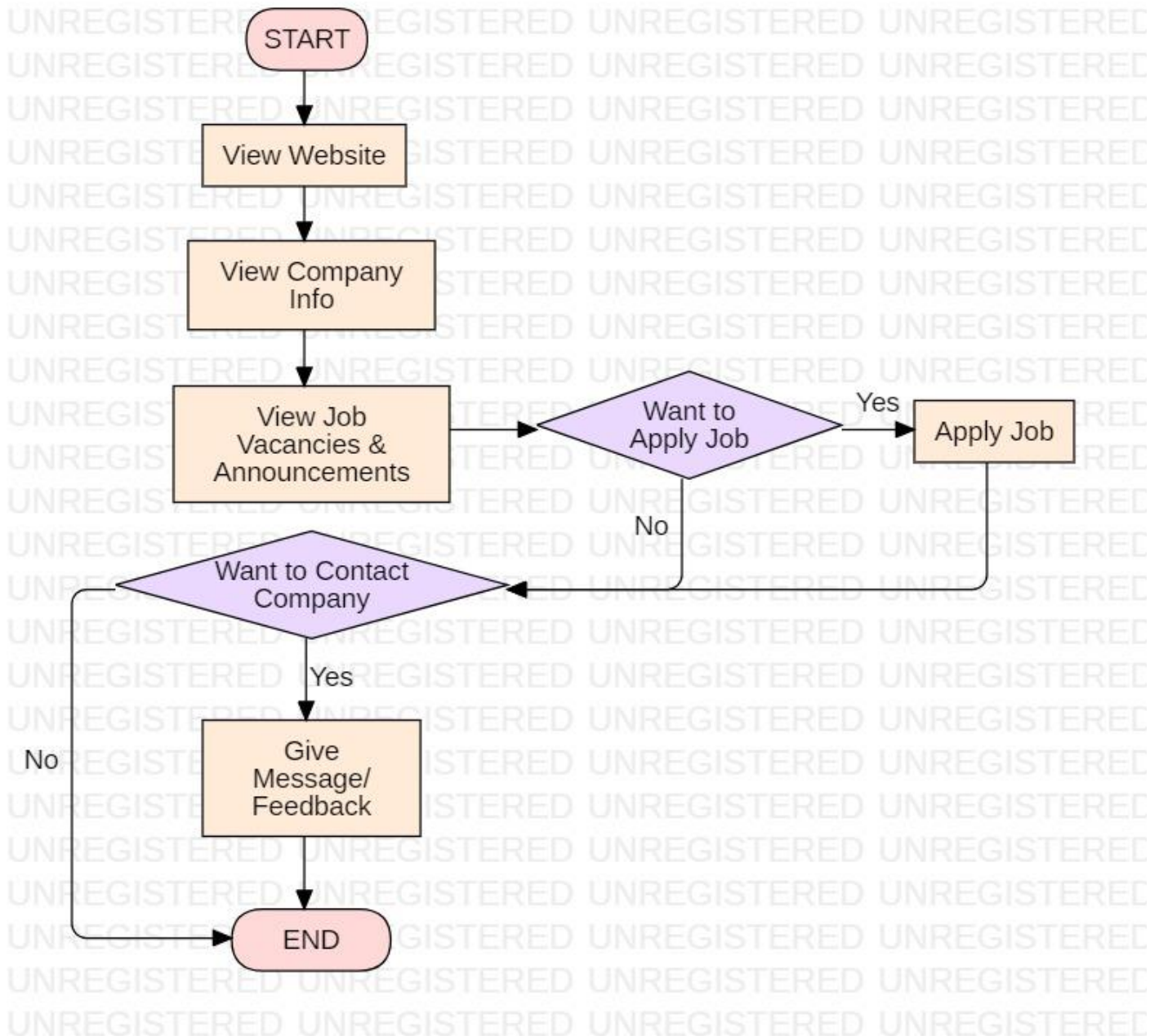
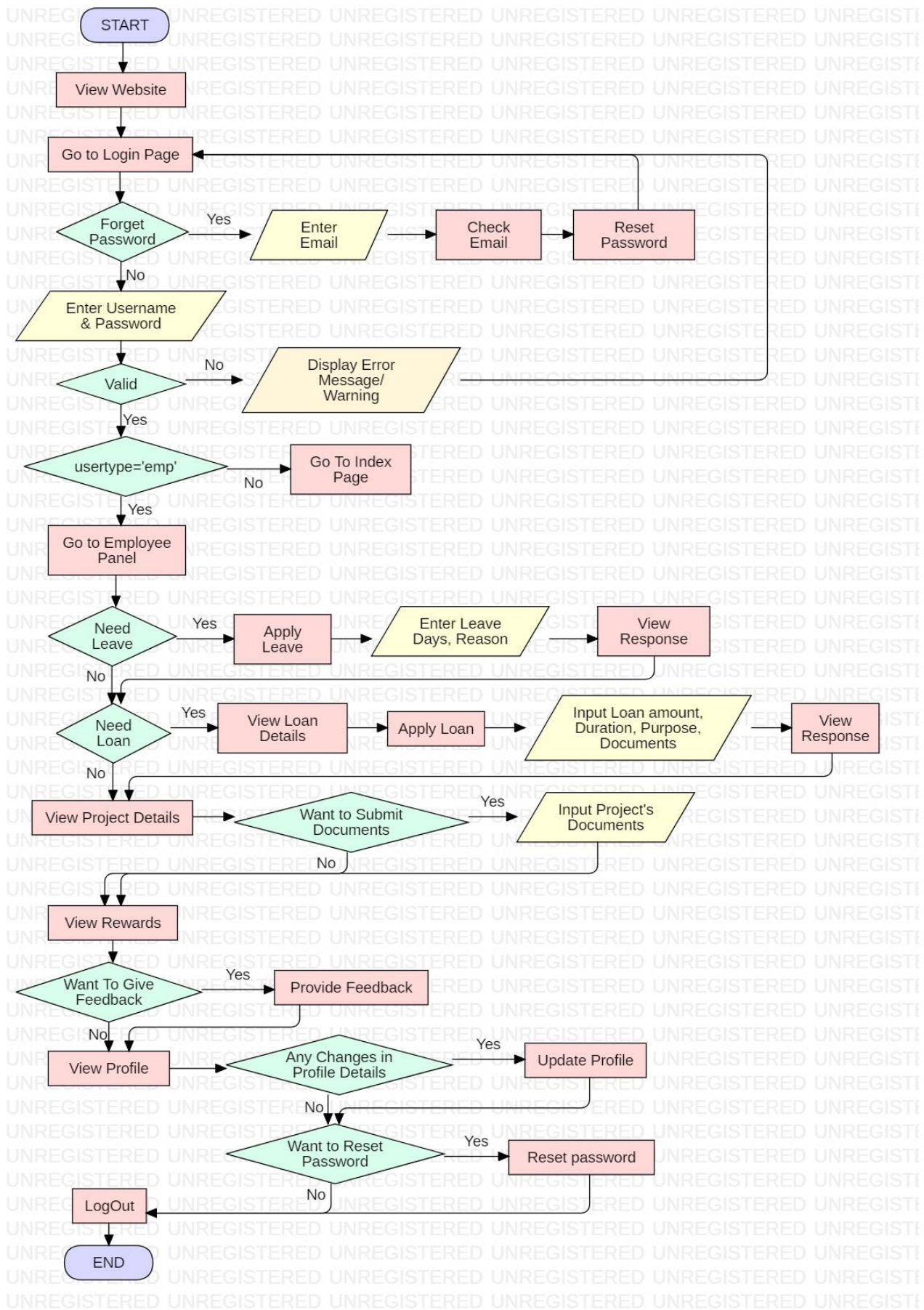


Figure 2:1 Flow chart for USER.

2:2 Employees



. Figure 2:2 Flow chart for EMPLOYEE

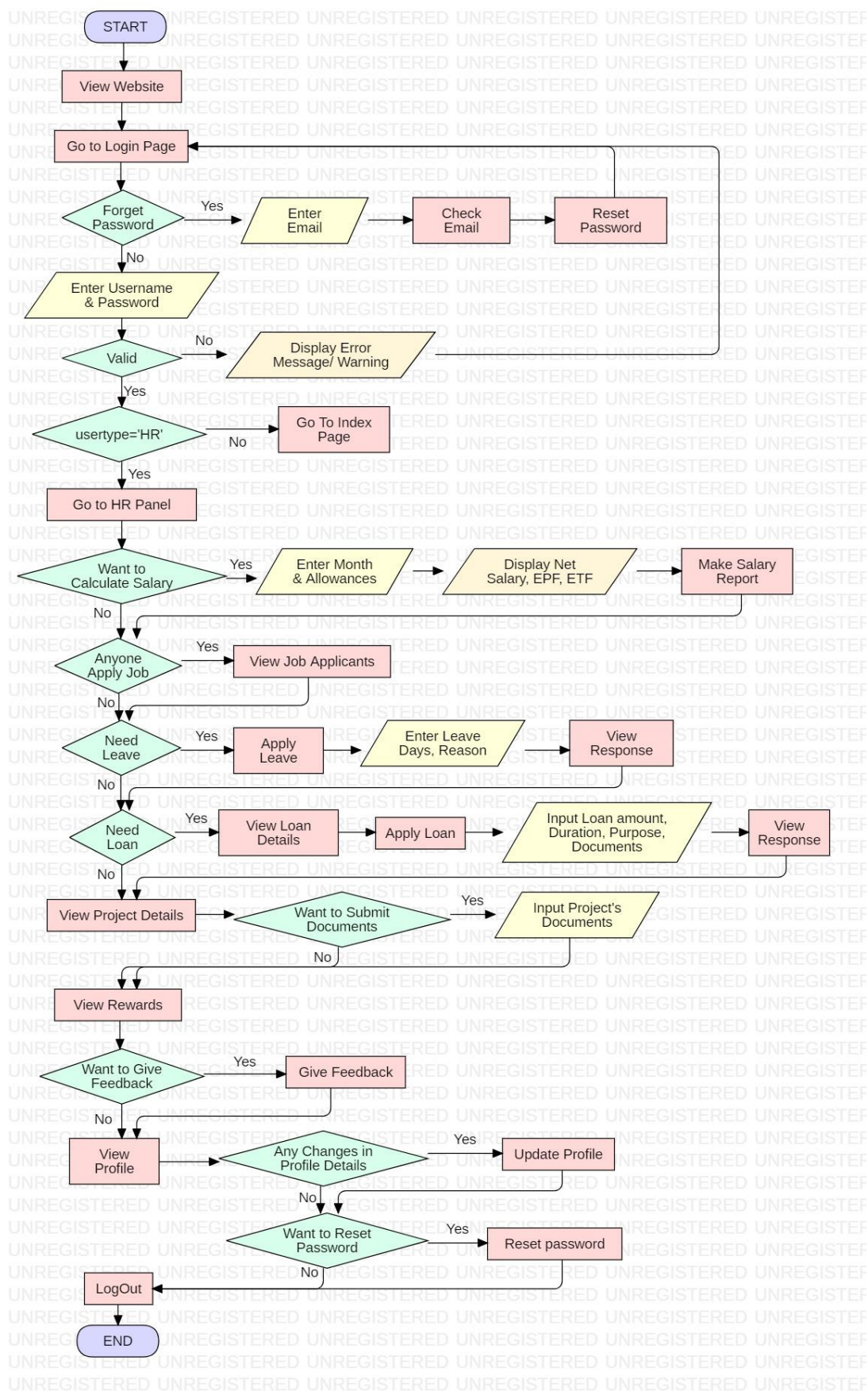


Figure 2:4 Flow chart for HR

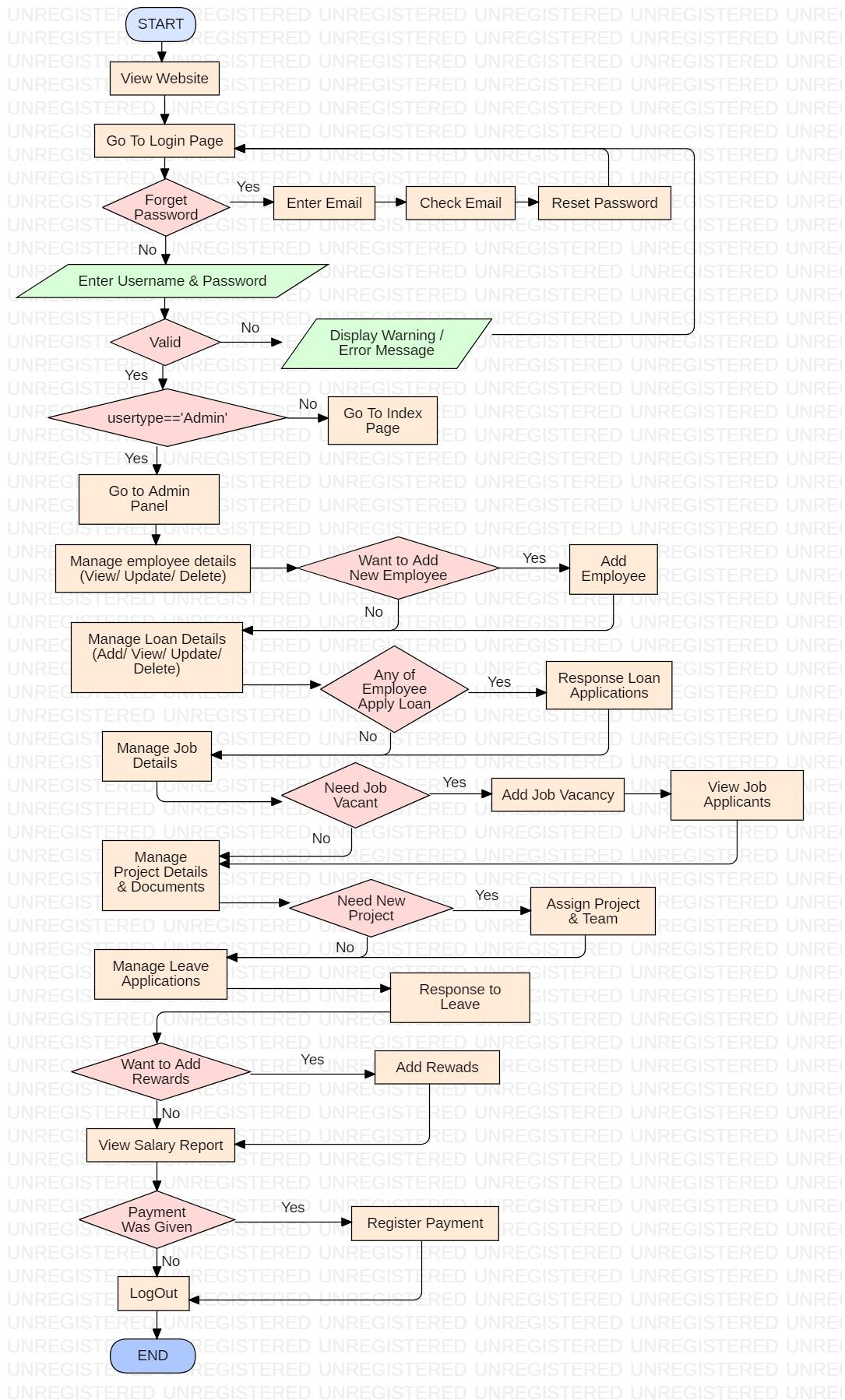


Figure 2:4 Flow chart for ADMIN.

3:Use case Diagram

It is the combination of use cases of a system; a use case shows a single function of the system. By looking at the use case diagram the stakeholder will know what functionality the system have or will be included. They will know exactly who will be interacting with system. And identify which functionality is excuted.so we have designed the following use case diagram for our system.

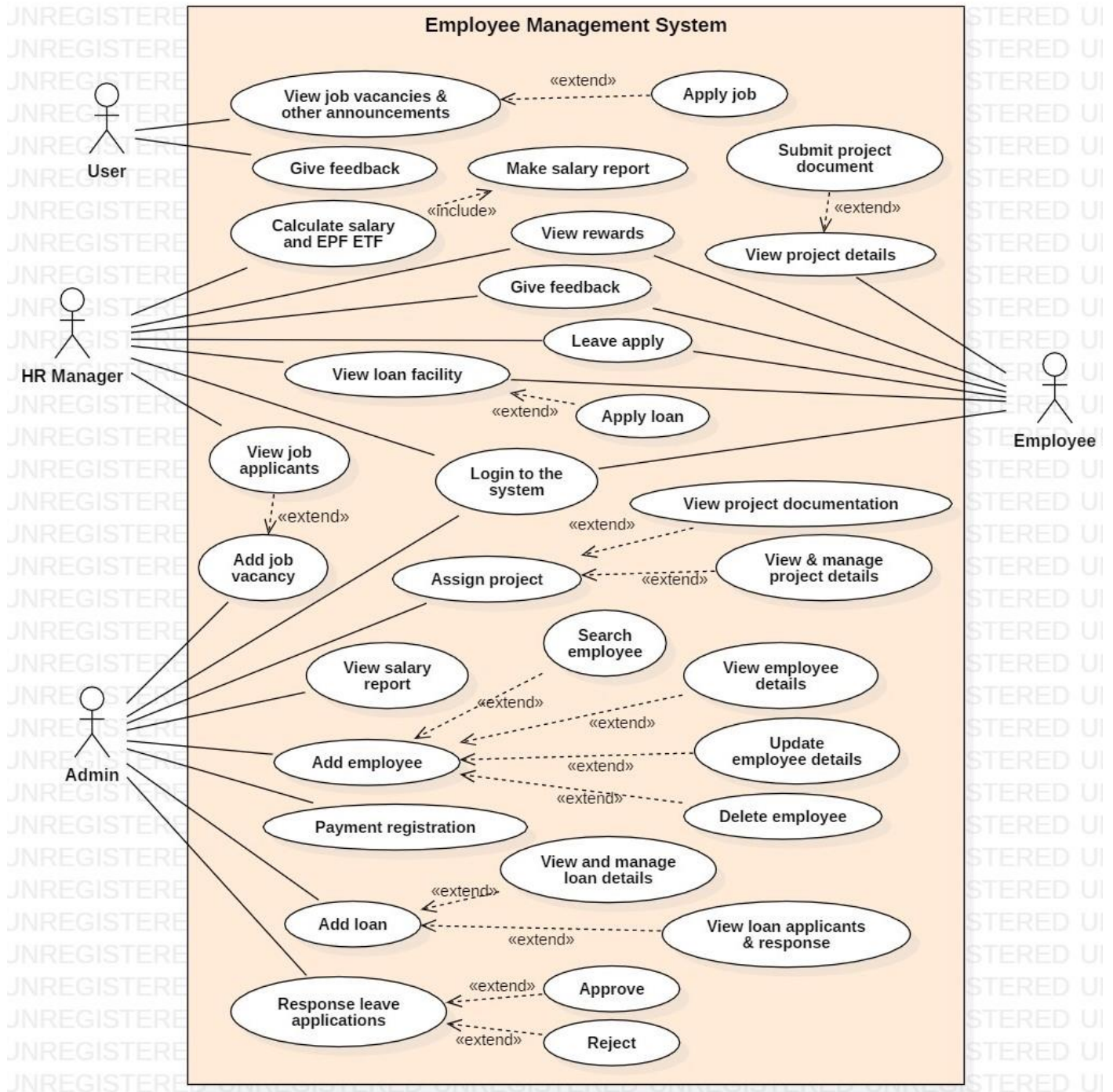


Figure 3:1 usecase diagram for our system

4:Activity Diagram

Activity diagram is combination of activities for a system. An activity is a function performed by the system. Activity diagram is another important diagram in UML to describe the dynamic aspects of the system. Activity diagram is basically a flowchart to represent the flow from one activity to another activity. It is used to show overall control flow of system. So we have designed the following Activity diagram for our system.

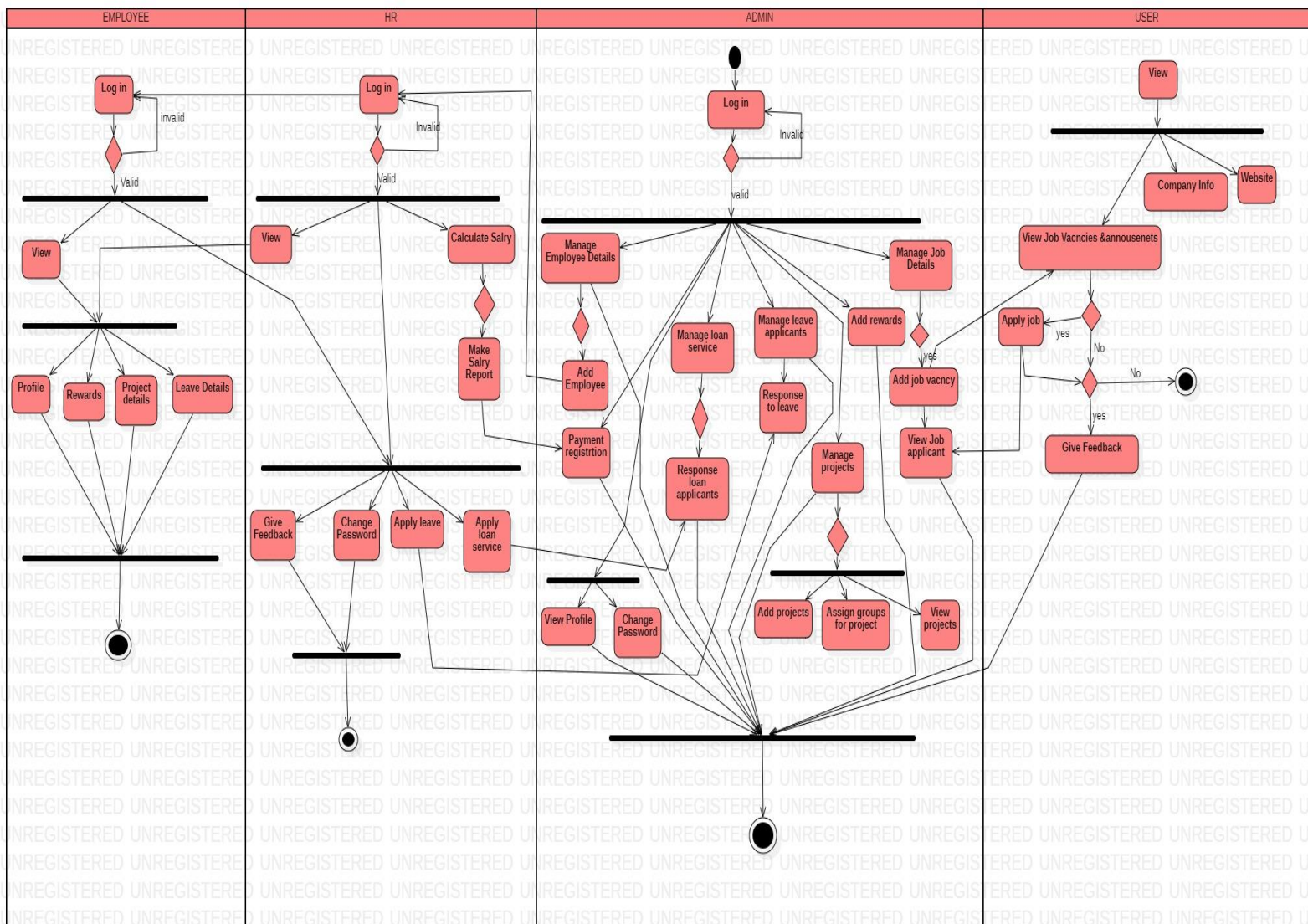


Figure 4:1 Activity diagram for our system

5: Database design diagram

Database design illustrates a detailed data model of a database. This enables you to visualize the relationships between different entities in the system and plan your database diagram accordingly. The main purpose of designing a database is to produce physical and logical models of designs for the proposed database system.

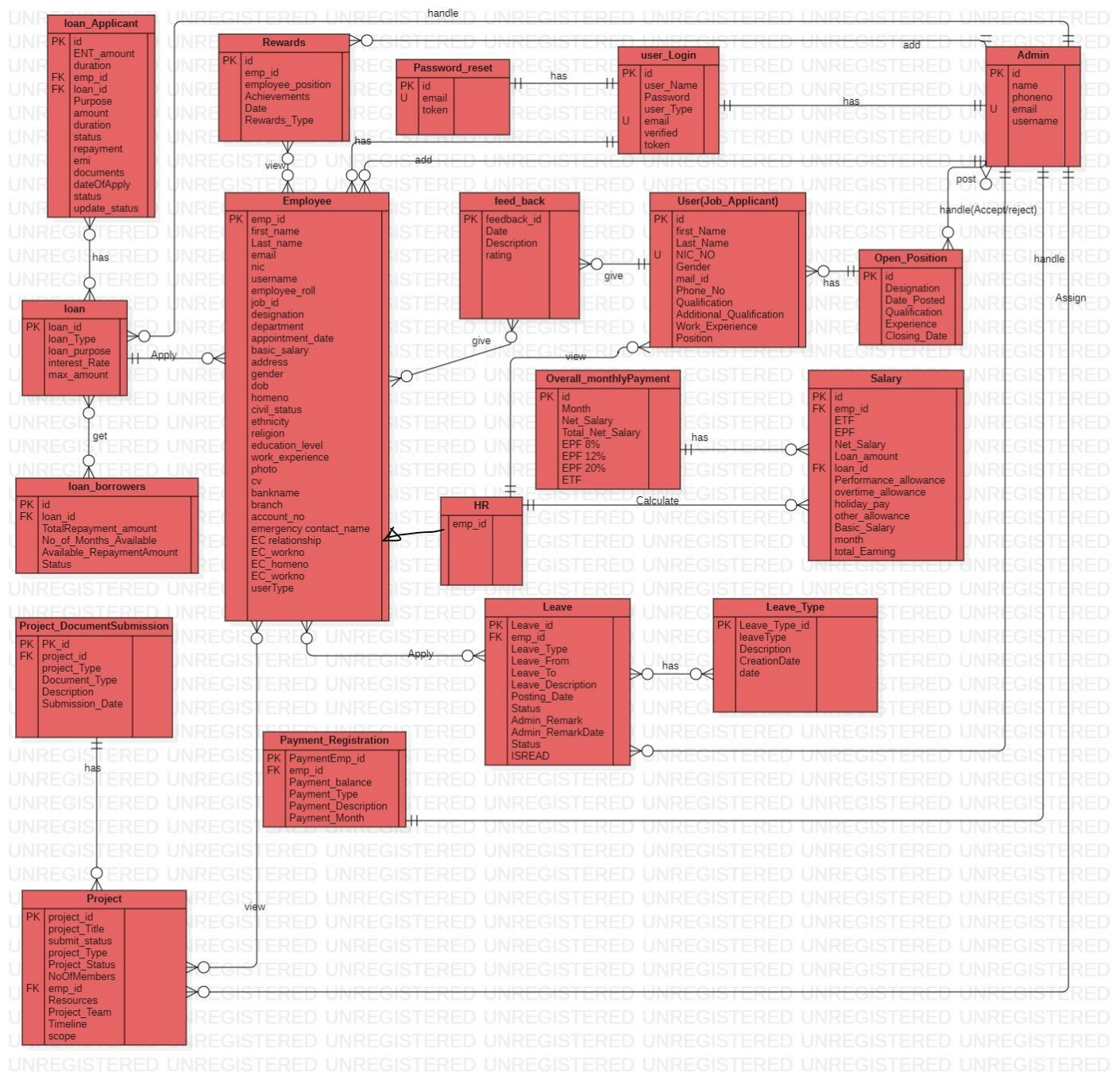


Figure 5:1 Database design diagram for our system

6: Class Diagram

It is a static diagram which represents the static view of an application. A class diagram describes the types of objects in the system and the various kinds of static relationships that exist among them. It is not only used for visualizing, describing and documenting different aspects of system but also for constructing executable code of the software application. It also shows the attributes and services of a class and the constraints that apply to the way objects are connected.

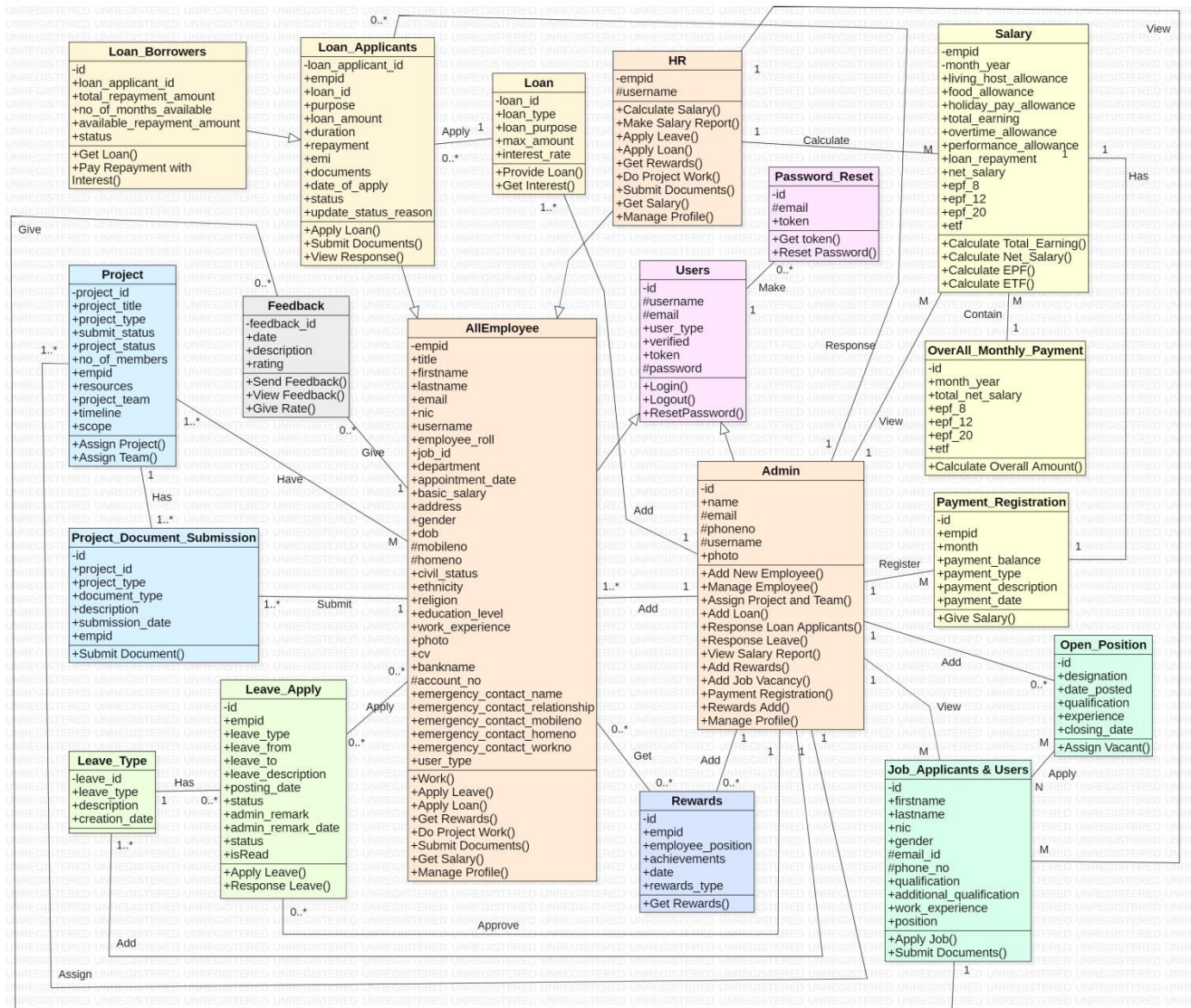


Figure 6:1 Class diagram for our system

7:Entity Relationship Diagram

An entity relationship diagram describes how entities relate to each other. An entity-relationship diagram (ERD) is a data modeling technique that graphically illustrates an information system's entities and the relationships between those entities. It is a conceptual and representational model of data used to represent the entity framework infrastructure.

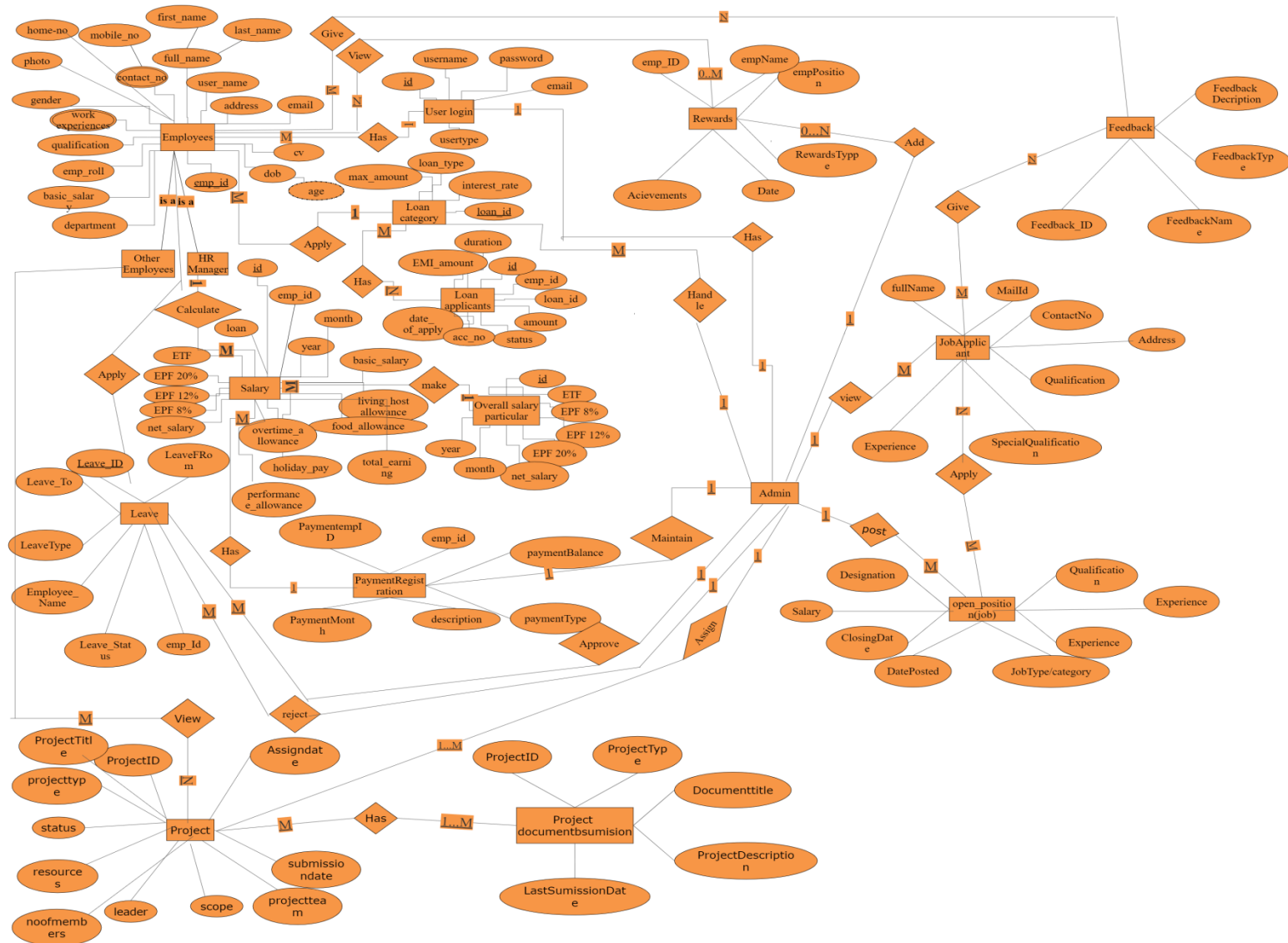


Figure 7:1 Entity Relationship diagram for our system

8: Conclusion

This document had shown that UML specification is an important specification to ensure the completeness of an important system. Mapping from design into implementation is an important process in software development life cycle. These diagrams can be used to express the requirements of any person under the same terminology. The mapping of real Processes of an Employee management system is to a graphical representation. An abstraction that represent the essentials of an Employee management system, is Making the problem easier to Understand.

One Diagram is better than thousands Words!!!

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