PAYROLL MANAGEMENT SYSTEM

Project report submitted in partial fulfillment
ofthe requirements for the award of the
diploma of

DIPLOMA IN COMPUTER ENGINERING
Awarded By

STATE BOARD OF TECHNICAL EDUCATION AND TRAINING

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DEPARTMENT OF COMPUTER ENGINEERING

B.V.C. INSTITUTE OF TECHNOLOGY & SCIENCE

(Approved by A.I.C.T.E, New Delhi, Accredited by NAAC & Permanently Affiliated to S B T.E.T Vijayawada,certified by ODPL certification ISO 9001:2015 for Quality Management System)

AMALAPURAM - 533 201

2022

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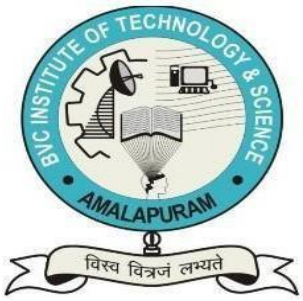

CERTIFICATE

This is to certify that the project work on PAYROLL MANAGEMENT SYSTEM" submitted by Mr. GUNDUMOGULA SURESH (20252-CM-022) is examined and adjudged as sufficient as a partial requirement for the **Diploma In Computer Enginering** at **State Board Of Technical Education And Training, Vijayawada** is a Bonafied record of the work done by all under my guidance and supervision.

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This is to certify that the dissertation entitled **"PAYROLL MANAGEMENT SYSTEM"** by Mr. GUNDUMOGULA SURESH (20252-CM-022) students of **DIPLOMA IN COMPUTER ENGINERING** of **BVC Institute of Technology & Science, Amalapuram,** affiliated to **State Board of Technical Education and Training, Vijayawada** is hereby accepted and approved as a credible work. It is further certified that this work has not been submitted for similar purpose anywhere else. There work has been found satisfactory for the partial fulfillment of the award of the Diploma of **DCME.**

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DECLARATION BY THE CANDIDATE

I, **Mr. GUNDUMOGULA SURESH** hereby declare that the project work entitled "PAYROLL MANAGEMENT SYSTEM" is an authenticated work carried out by me at B.V.C Institute of Technology and Science Amalapuram, under guidance of **Mr. G L N V S KUMAR and Ms M LAKSHMI REKHA** for the partial fulfillment of the award of the Diploma of **DCME** and this work has not been submitted for similar purpose anywhere else except to **BVC Institute of Technology &Science, Amalapuram** affiliated to **State Board Of Technical Education And Training, Vijayawada**

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PAYROLL MANAGEMENT SYSTEM

ABSTRACT

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"Payroll Management System" is one of the core areas of any business. Usually, it is used to manage the employee's expenses, Allowances, salary, Gross Salary, Deduction, Tax and many more for a specific time period. Management and Accounting are two main essential parts for payroll. Payroll is an area in which you do not want to take any risk because it leads to some financial and serious legal consequences. Payroll is a serious concerns for every SME. It is mandatory for all business to pay every employee as per the government rules and regulations. Furthermore, this project will develop for company management and enhance business in market and maintain the prestigious and reputation of the company. Others, this project to facilitate company to handle all the legal process and employee's expenditure properly and systematically. A payroll management system is software that is used to manage all your employee’s financial records in a simple and automated fashion. This payroll management system manages employee’s salaries, deductions, other conveyance, net pay, bonuses and generation of pay-slips, etc.

TABLE OF CONTENTS

CHAPTER – III REQUIRMENTS ANALYSIS

CHAPTER – IV SOFTWARE DESIGN

CHAPTER – V IMPLEMENTATION

CHAPTER – VI SYSTEM TESTING

CHAPTER – VII SAMPLE SCREENS

LIST OF FIGURES:

CHAPTER – 1

INTRODUCTION

A payroll management system is a software that is used to manage all your employee's financial records in a simple and automated fashion. This payroll management system manages employee's salaries, deductions, other conveyance, net pay, bonuses and generation of pay-slips, etc.

The “Payroll Management System” is designed to automate the existing manual system using computerized equipment and cutting-edge computer software, meeting client’s needs so that their valuable data and information can be stored for a longer period with easy access and manipulation. The necessary software is readily available and simple to use. This software allows users to keep track of and see computerized records without having to make duplicate entries. The project explains how to handle user data for optimal efficiency and better customer service.

The payroll management system Is a web-based program that can be used by any firm to manage the records of its employees. The Payroll Application was created with the goal of keeping track of numerous employees, their allowances, and deductions that must be given to the company’s employees. There will be an entry (a unique ID) for every employee of any company. The number of days will be submitted based on the date of joining and the date on which the salary is produced. Basic compensation will be determined by the employee’s position and department.

CHAPTER - 2

SYSTEM ANALYSIS AND DESCRIPTION

EXISTING SYSTEM:

Early In the manual system it is difficult to maintain data and generating different reports according to requesting transaction. In the present system it is becoming difficult to issue pay-slip for all the employee every month by manually going through the various record of the organization. i.e. the manger have to go through all the records of the organization of various departments of the and find out the employee working in a particular department and go through his grade, and he have to check the employee leaves of that month, his earnings and his deductions along with his pf and all other deduction including his IT and savings. So, to perform all these activities it is becoming difficult to the admin manager every month.

DISADVANTAGES OF EXISTING SYSTEM:

1. Security of information is very less.
2. Time taking process.
3. Have to Maintain manually

PROPOSED SYSTEM:

Online Payroll Management system is proposed system. In this project we are looking to provide the facility to Administrator to maintain the pay record of employee. A registered user can work freely. They can change the record of the employee. This is the most important advantage because administrator can deal this task on sitting. Administrator can view the employee's details, can update the employee's salary information, can add another admin. The employee's will register them through Online. Individually each member will have his account through which he can access his information. In the Payroll Management System Time consuming is low, Gives accurate results, reliability can be improved with the help of security.

2.2.1 ADVANTAGES OF PROPOSED SYSTEM:

1. Take less time.
2. Provide more security.
3. Gives accurate results.

MODULES:

- Admin module
- Employee module

MODULES DESCSRIPTION:

ADMIN MODULE:

- The admin is the main person who controls and operates this payroll management system.
- He have the access for all the operations performed in the payroll management system.
- The admin can view all the employee details who are working in that company.
- He can create a salary class by providing the class name and the salary details.
- He can credit the salary to the employee by providing the employee details, class details, month and salary
- He can view the salary report and salary receipt. He can also download the salary receipt.

EMPLOYEE MODULE:

- The Employee is the person for who this payroll management system is created.
- He have very limited access compared to the admin.
- He can Register through is employee id and personal details.
- He can login through is employee id and password.
- Employee can view his profile details and he can also edit his personal details
- He can view the salary report and salary receipt. He can also download the salary receipt.

SDLC MODEL:

DEFINITION:

SDLC is the process of following a software project within an organization. It consistsof a detailed plan that describes how to develop, maintain, replace, modify, or improve specific software. The life cycle defines methodologies for improving software quality and the overall evolutionary process.

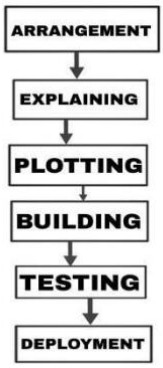


Fig: 2.1 System Evolution Life Cycle Diagram

SDLC METHODS:

Various software evolution lifecycle models have been defined and designed to follow during the software evolution process. These models are also called "software evolution process models". Each process model carries out a series of steps specific to that type to ensure the success of the software evolution process. Following are the most important and popular SDLC models followed in the industry:

- Waterfall Method
- Iterative Method
- Spiral Method
- V- Method

V-MODEL DESIGN:

Under The VModel is planned in parallel with the test phase corresponding to the evolution phase. So "V" has a validation phase on one side and a validation phase on the other side. The coding phase combines two aspects of a VModel.

The below figure illustrates the different phases in V-Model of SDLC:

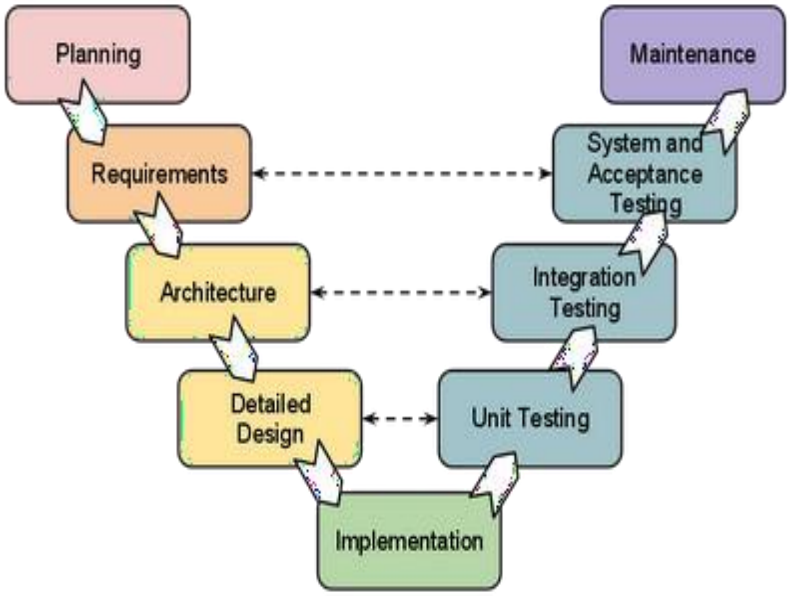


Fig:2.2 V-model for SDLC

CHAPTER 3

REQUIREMENT ANALYSIS

HARDWARE REQUIREMENTS:

1.	Processor	:	Intel Core Processor
2.	Operating System	:	Windows Vista ,Windows7, Ubuntu
3.	Memory	:	1gb Ram Or More
4.	Hard Disk Space	:	Minimum 3 Gb For Database Usage For Future

SOFTWARE REQUIREMENTS:

1.	A PHP engine	:	XAMPP-Windows.
2.	A database server	:	MySQL Server 5.0
3.	A web server	:	Apache HTTP Server 2.2
4.	Scripting Languages	:	HTML, CSS, JavaScript, PHP

FUNCTIONAL REQUIREMENTS:

1. Empid should be provided when they register.
2. The system must only allow user with empid and password to enter the system.
3. The system performs authorization process which decides whether the user is employee or admin.
4. The user must be able to logout after they finished using system.
5. System must be able to verify information.
6. System must be able to delete information if information is wrong.
7. System must be able to search the database based on select search type.

NON-FUNCTIONAL REQUIREMENTS:

1. **Efficiency Requirement:** When a Payroll Management System will be implemented employee's will easily access they information and salary details. The admin will easily add, access, update the salary details of every employee registered in the Payroll Management System.
2. **Reliability Requirement:** The system should accurately performs employee registration, employee validation, displaying the employee information and salary details, admin should be able to add, access, update the salary details of the registered employee in the Payroll Management System.
3. **Usability Requirement:** The system is designed for a user friendly environment so that admin and employee registered in the Payroll Management System can perform the various tasks easily and in an effective way
4. **Implementation Requirements:** In implementing whole system it uses html in front end with php as server side scripting language which will be used for database connectivity and the backend ie the database part is developed using MySQL.

CHAPTER – 4

SOFTWARE DESIGN

DESIGN OVERVIEW:

The design phase begins with the specification of the software requirements that you develop. Design is the first step towards the transition from the problem domain to the solution domain. Design is essentially a bridge between the final solution to meet the required specifications and requirements. It is the most critical factor affecting the quality of the software.

The design process for the software system has two levels.

1. System Design or Top level design
2. Detailed Design or Logical Design

DETAILED DESIGN:

In detailed design the interconnection of the modules or how the specifications of the modules can be satisfied is decided. Some properties for a software system design are

- ❖Verifiability
- ❖Completeness
- ❖Consistency
- ❖Traceability
- ❖Simplicity/ Understandability

DATA FLOW DIAGRAMS:

The DFD gets a view of the system's input process output. That is, data objects flow into the software, and the resulting data objects transformed by the processing elements flow out of the software. Data objects represented by transformations with arrows on labels are represented by circles, also called bubbles. DFDs are displayed hierarchically. In other words, the first dataflow model represents the system as a whole.

SEQUENCE TABLES:

Table	Records	Type	Collation	Size	Overhead
rdata	6	InnoDB	latin1_swedish_ci	16.0 KiB	-
Salary_Class	5	InnoDB	latin1_swedish_ci	16.0 KiB	-
Salary	10	InnoDB	latin1_swedish_ci	32.0 KiB	-

Table: 4.1 Log Details

Field	Type	Collation	Attributes	Null	Default
first_name	text	latin1_swedish_ci		Yes	*NULL*
last_name	text	latin1_swedish_ci		Yes	*NULL*
empid	int(11)			No	*None*
gender	text	latin1_swedish_ci		Yes	*NULL*
address	text	latin1_swedish_ci		Yes	*NULL*
Department	text	latin1_swedish_ci		Yes	*NULL*
Password	text	latin1_swedish_ci		Yes	*NULL*
Images	varchar(100)	latin1_swedish_ci		Yes	*NULL*

Table: 4.2 rdata Table

Field	Type	Collation	Attributes	Null	Default
Class	varchar(20)	latin1_swedish_ci		Yes	*NULL*
BS	double			Yes	*NULL*
HRA	double			Yes	*NULL*
TA	double			Yes	*NULL*
MA	double			Yes	*NULL*
TDS	double			Yes	*NULL*
PT	double			Yes	*NULL*
PF	double			Yes	*NULL*
GS	double			Yes	*NULL*
NS	double			Yes	*NULL*

Table: 4.3 Salary_Class Table

Field	Type	Collation	Attributes	Null	Default
empid	int(11)			Yes	NULL
Payment_id	double			No	*None*
month	varchar(10)	latin1_swedish_ci		Yes	*NULL*
year	varchar(10)	latin1_swedish_ci		Yes	*NULL*
class	varchar(100)	latin1_swedish_ci		Yes	*NULL*

Table: 4.4 Salary Table

DIAGRAMS:

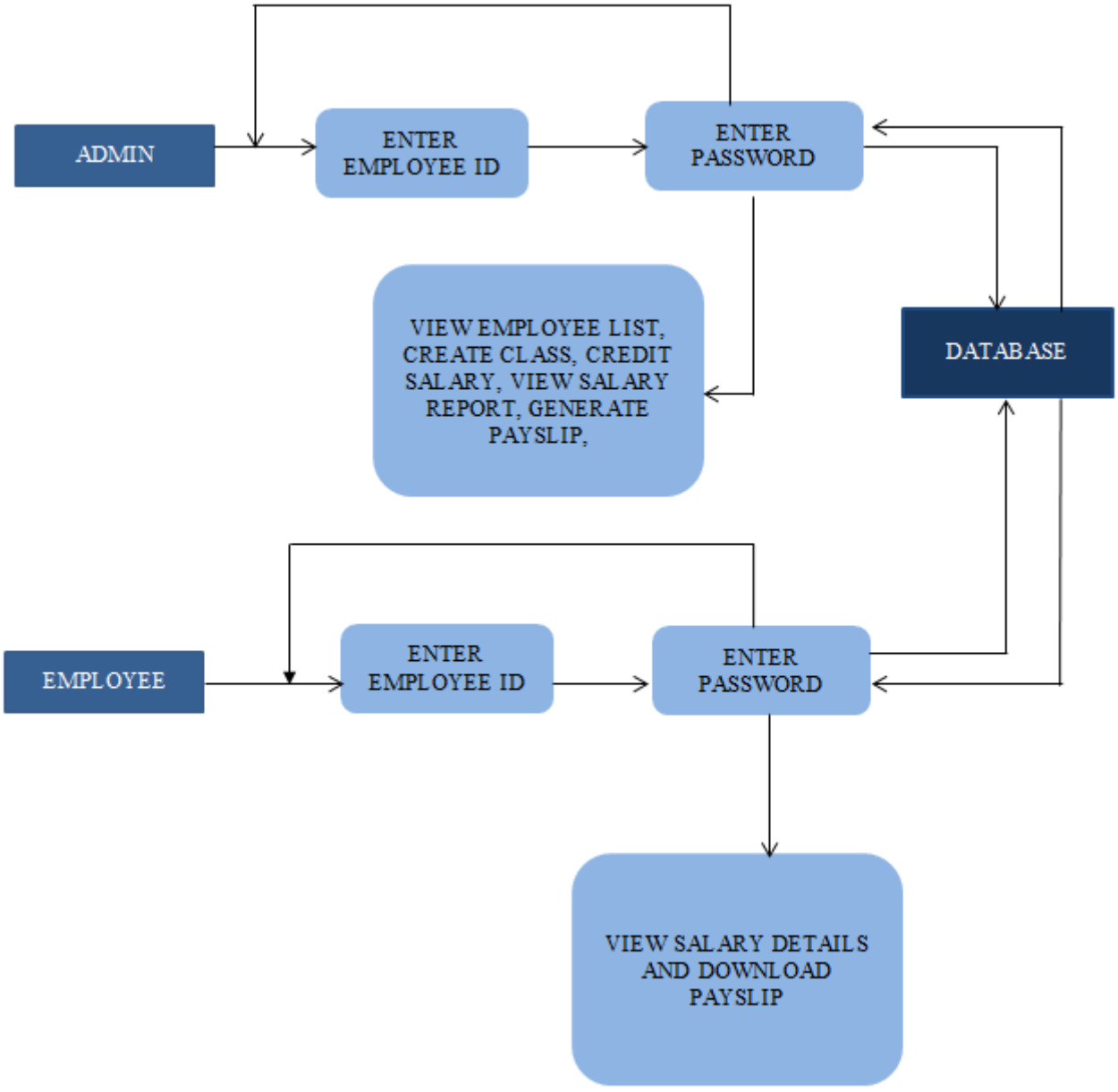


Fig:4.1 DATA FLOW DIAGRAM

SYSTEM ARCHITECTURE:

A large amount of structured information is buried in unstructured text. The information extraction system extracts structured relationships in a document and enables sophisticated SQL-like queries in unstructured text. The information extraction system is incomplete and the output has incomplete accuracy and recall (that is, it contains false tuples and misses good tuples). In general, extraction systems have a set of parameters that can be used as "knobs" to adjust the system to precision or range. The choice of documents to process in the extraction system also affects the quality of the extracted relationships relation

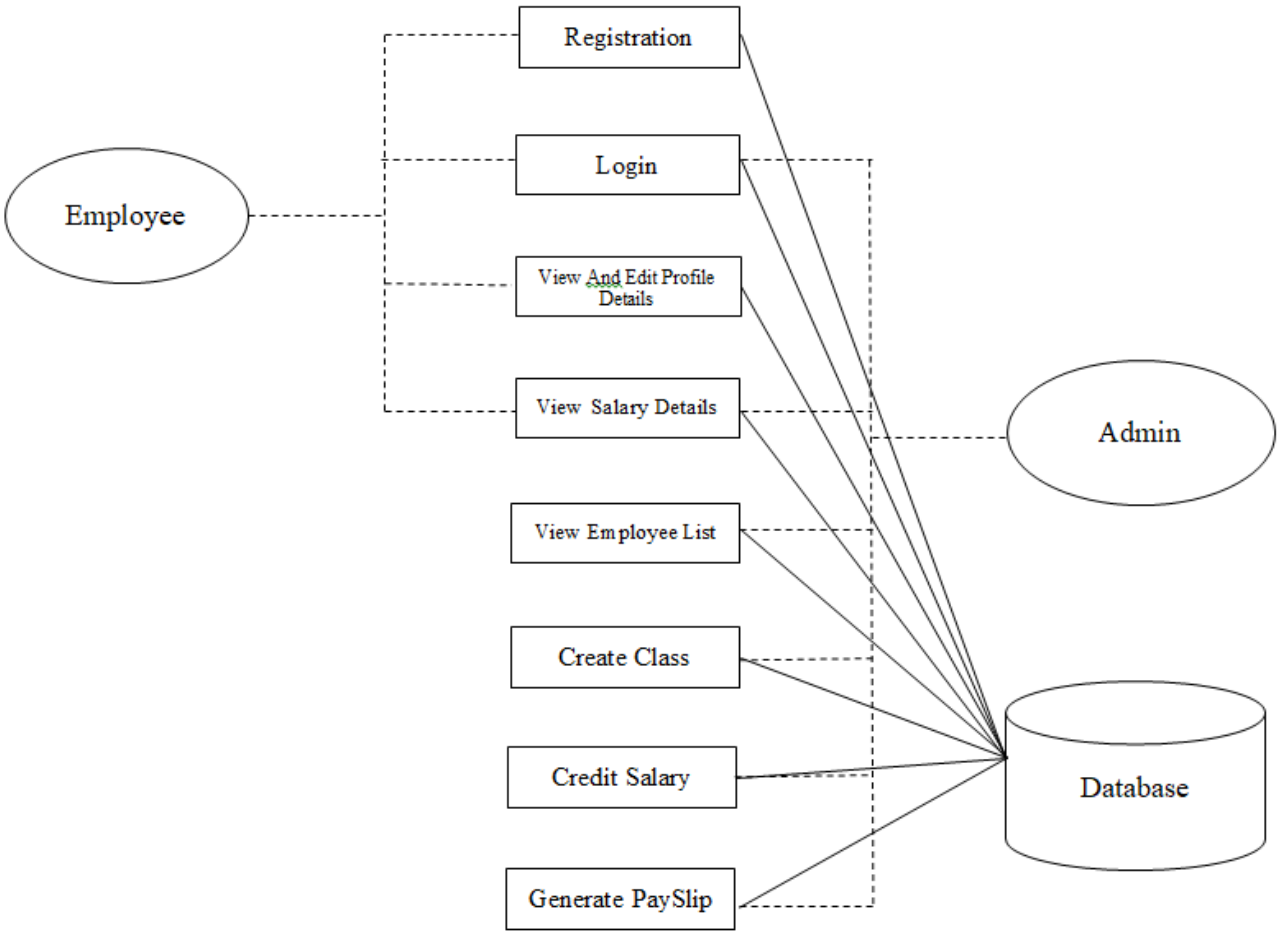


Fig:4.2 SYSTEM ARCHITECTURE.

UNIFIED MODELING LANGUAGE DIAGRAMS:

UML stands for Unified Modeling Language. UML is a standardized general-purpose modeling language in the field of object-oriented software engineering. This standard was created and maintained by the Object Management Group.

The goal is to become a common language for creating models of UML object-oriented computer software. The current format consists of two main components of UML metamodeling notation. Any form of method or process may be added in the future.

USE CASE DIAGRAM:

UML (Unified Modeling Language) use case diagrams are a type of behavior diagram defined and generated by use case analysis. Its purpose is to provide a graphic overview of the features provided by the system in terms of actors, goals (shown in use cases), and dependencies between these use cases. The main purpose of the use case diagram is to show what system functions are performed for what actors. You can explain the role of the actor in the system depicted.

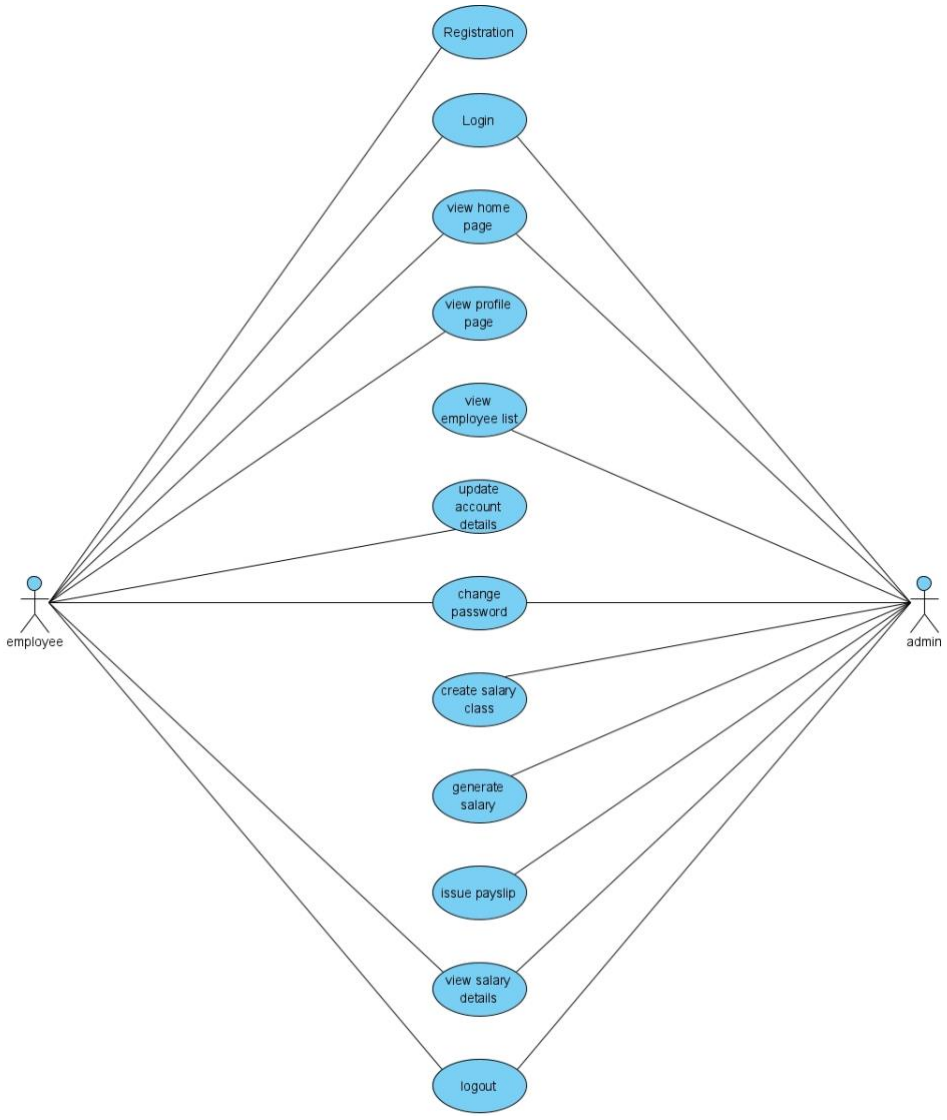


Fig: 4.3 SCHEMATIC USE CASE DIAGRAM

CLASS DIAGRAM:

In software engineering, a UML (Unified Modeling Language) class diagram is a type of static structure diagram that describes the structure of a system by showing the relationships between the classes, attributes, operations (or methods) of the system and the system class. Indicates whether some classes contain information

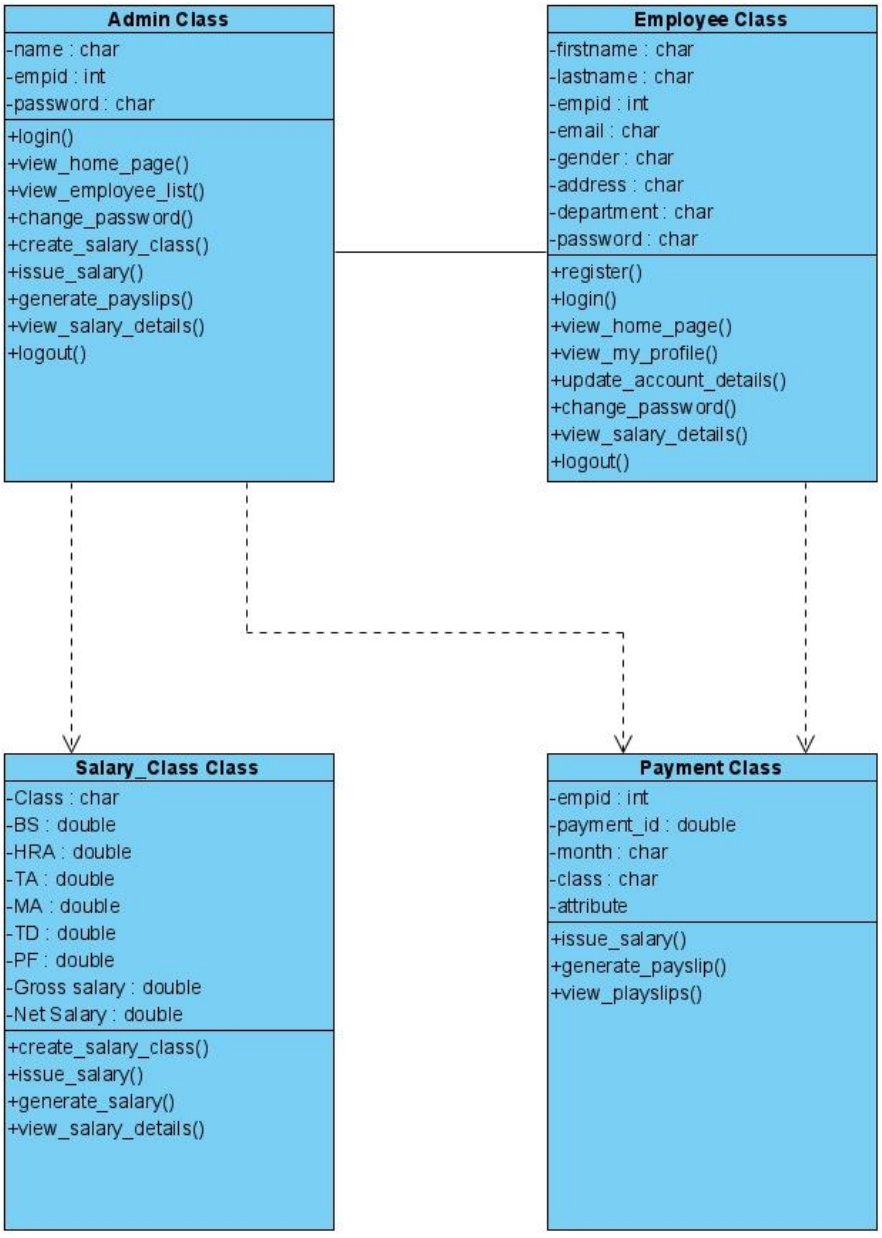


Fig: 4.4 SCHEMATIC CLASS DIAGRAM

SEQUENCE DIAGRAM:

A UML (Unified Modeling Language) sequence diagram is a kind of interaction diagram that shows how and in what order processes work with each other.This is the structure of the message sequence chart. Sequence diagrams are also knownas event diagrams, event scenarios, and timing diagrams.

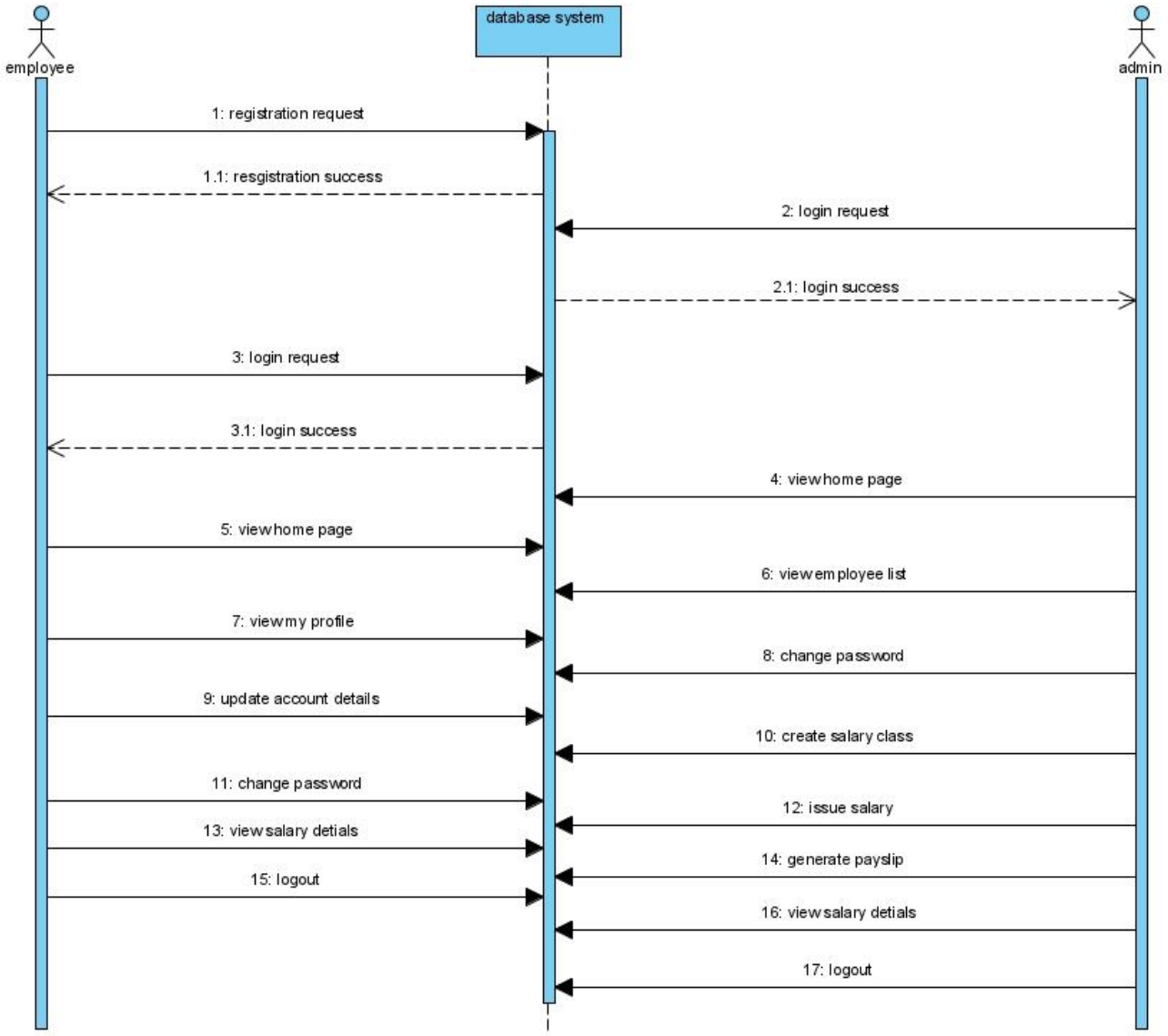


Fig: 4.5 SCHEMATIC SEQUENCE DIAGRAM

ACTIVITY DIAGRAM:

An activity diagram, when selected, is a graphical representation of the workflowof activities and actions for procedures that support repetition and concurrency. Activity diagrams in an integrated modeling language can be used to describe the business and operational step-by-step workflows of system components. The activity diagram shows the overall control flow control.

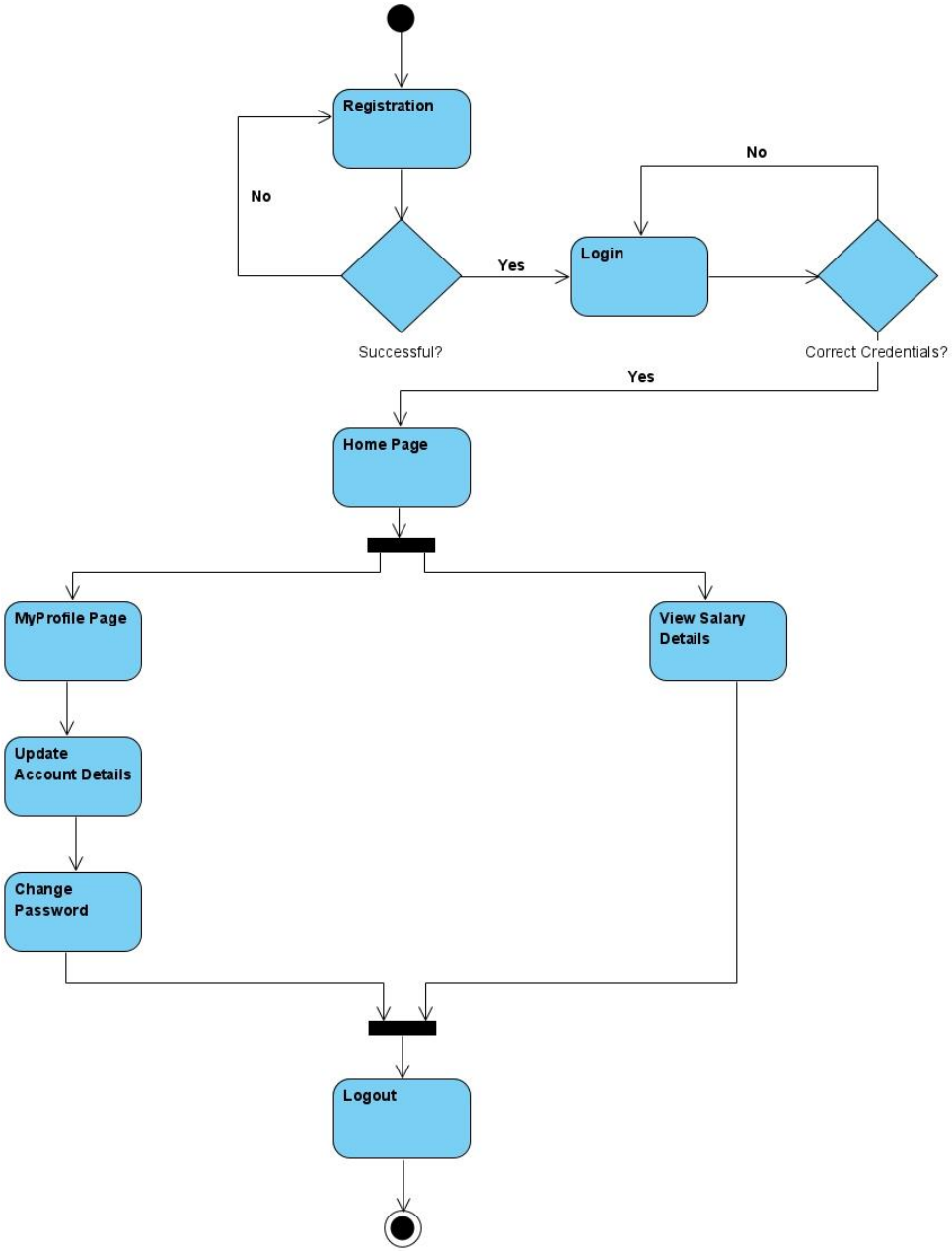


Fig: 4.6 ACTIVITY DIAGRAM FOR EMPLOYEE

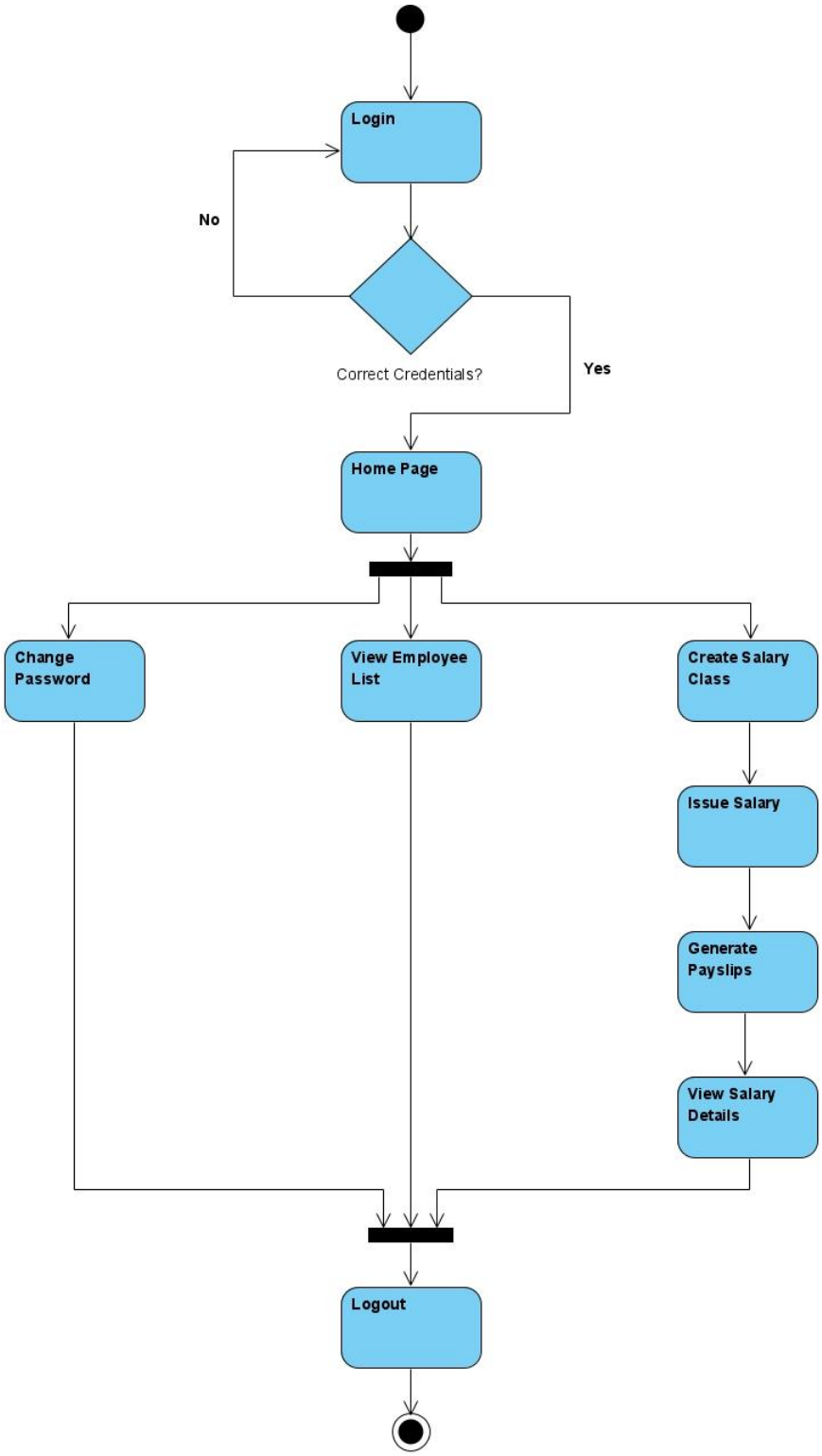


Fig: 4.7 ACTIVITY DIAGRAM FOR ADMIN

COMPONENT DIAGRAM:

A component diagram shows a series of components and their relationships. A component diagram represents a static implementation view of a system. A component diagram contains a number of classes and interfaces. Contains a collection of graphic vertices and arcs.

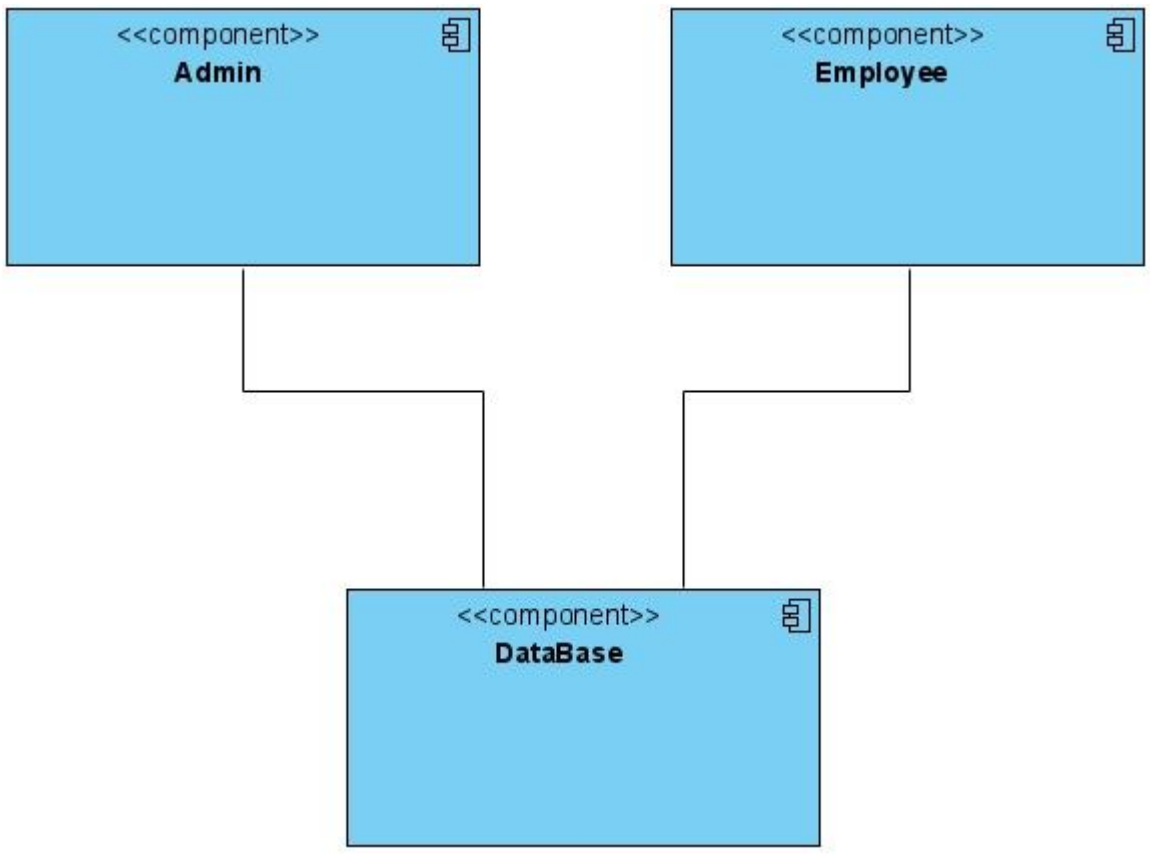


Fig: 4.8 COMPONENT DIAGRAM

DEPLOYMENT DIAGRAM:

The placement diagram contains the relationship with the node set. Here is an example of static deployment of the system. The distribution contains one or more components. A node is a physical element that exists at run time and represents a computational resource. Nodes are rendered in cubes.

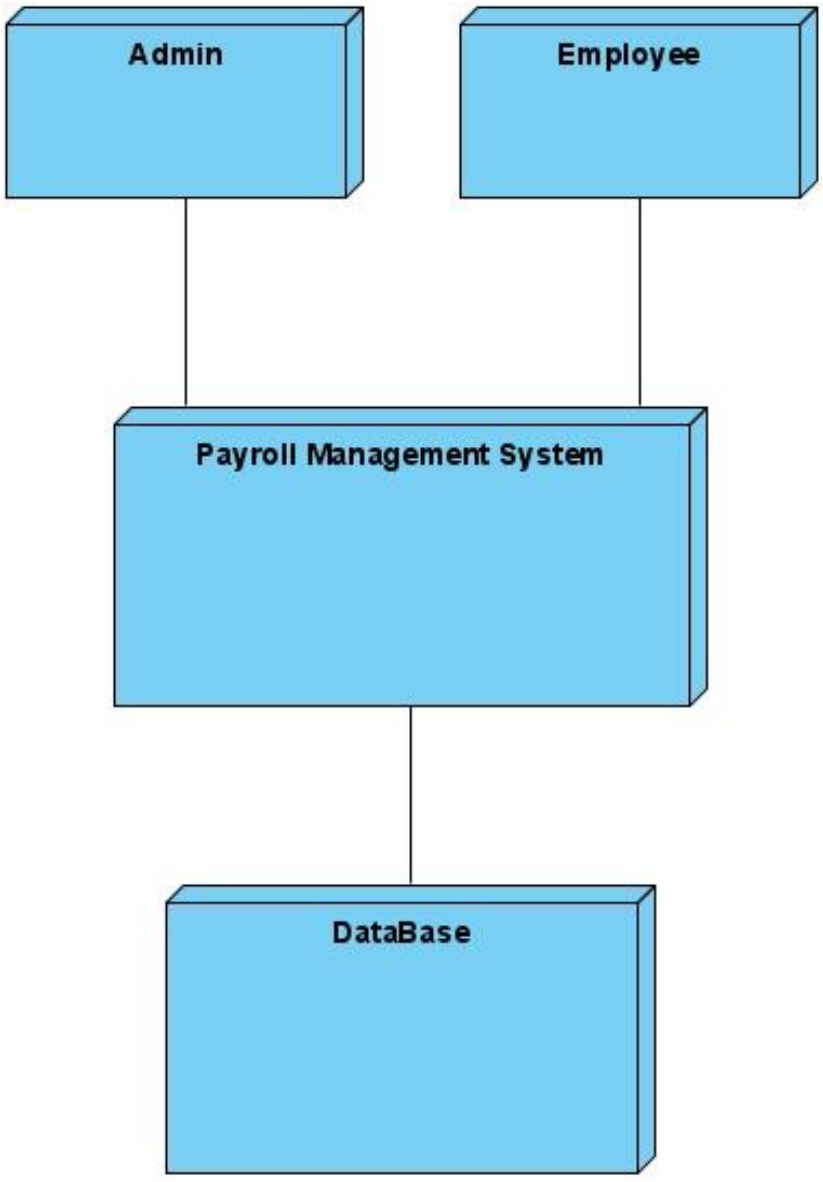


Fig:4.9 DEPLOYMENT DIAGRAM

4.25 ENTITY-RELATIONSHIP DIAGRAM:

E-R (Entity-Relationship) Diagram is used to represents the relationship between entities in the table

The symbols used in E-R diagrams are:

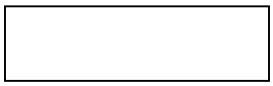
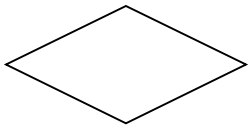
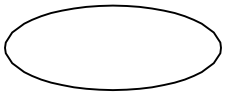
SYMBOL	PURPOSE
	Represent Entity Sets.
	RepresentRelationship
	Represent Attribute
	Line represents flow
	Data Flow from Entity to Attribute

Fig: 4.10 SYMBOLS FOR ENTITY-RELATIONSHIP DIAGRAMS

4.12 ENTITY-RELATIONSHIP DIAGRAM:

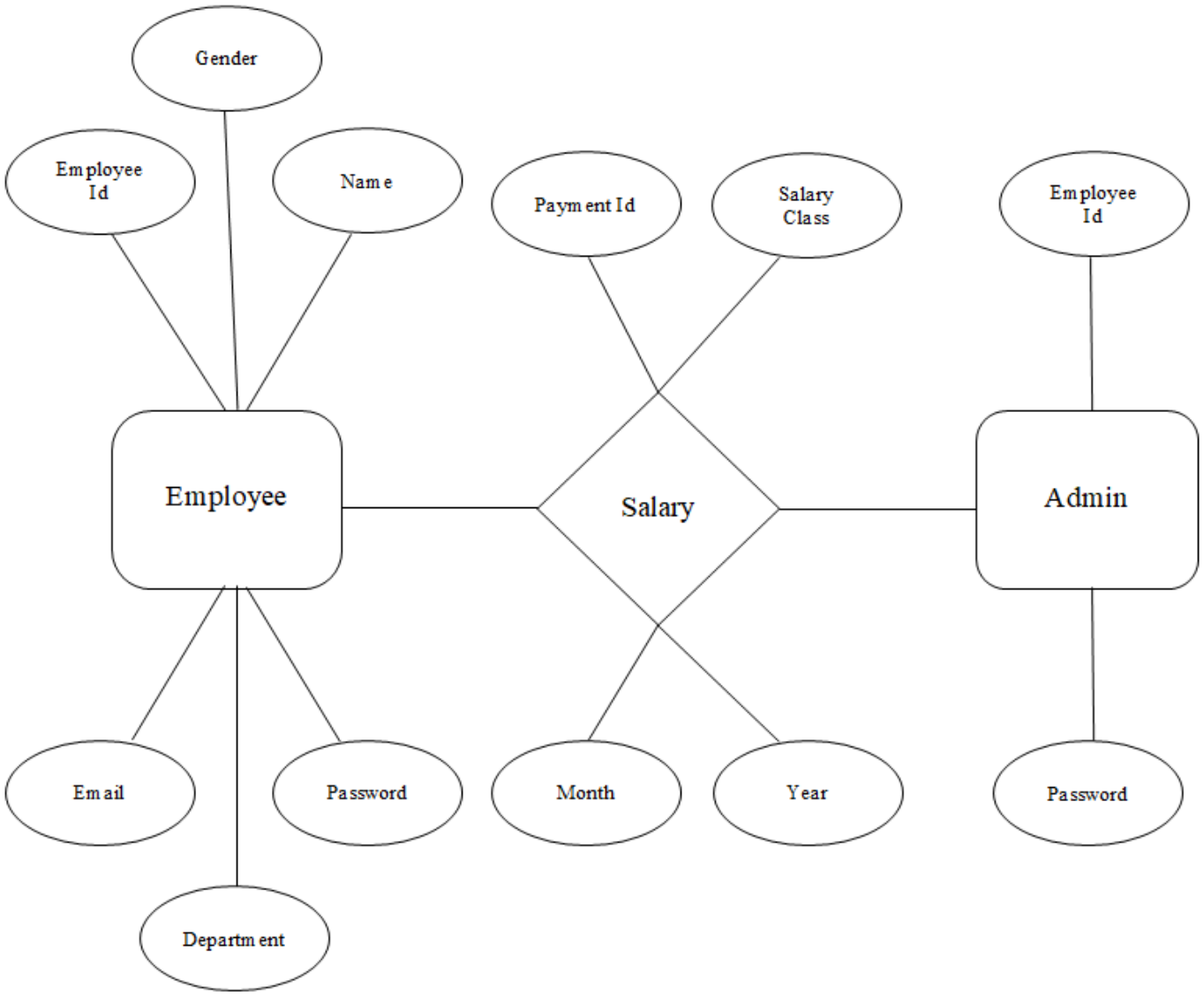


Fig: 4.11 ENTITY-RELATIONSHIP DIAGRAM

CHAPTER - 5

IMPLEMENTATION

PHP TECHNOLOGY:

PHP started out as a small open source project that evolved as more and more people found out how useful it was. Rasmus Lerdorf unleashed the first version of PHP way back in 1994.

- PHP is a recursive acronym for "PHP: Hypertext Preprocessor".
- PHP is a server side scripting language that is embedded in HTML. It is used to manage dynamic content, databases, session tracking, even build entire e-commerce sites.
- It is integrated with a number of popular databases, including MySQL, PostgreSQL, Oracle, Sybase, Informix, and Microsoft SQL Server.
- PHP is pleasingly zippy in its execution, especially when compiled as an Apache module on the Unix side. The MySQL server, once started, executes even very complex queries with huge result sets in record-setting time.
- PHP supports a large number of major protocols such as POP3, IMAP, and LDAP. PHP4 added support for Java and distributed object architectures (COM and CORBA), making n-tier development a possibility for the first time.
- PHP is forgiving: PHP language tries to be as forgiving as possible.
- PHP Syntax is C-Like.

Characteristics of PHP

Five important characteristics make PHP's practical nature possible −

- Simplicity
- Efficiency
- Security
- Flexibility
- Familiarity

HTML TECHNOLOGY:

Html (Hypertext Markup language) Is The Most Basic Building Block of The Web. It Define the Meaning and Structure of Web Content .Other Technologies besides Html Are Generally Used to Describe a Webpage

It Can Be Assisted By Technologies Such Is Cascading Styles Sheets (CSS) And Scripting Languages Such As JavaScript.

Html Is The Code Is Used Structure To A Webpage And Its Content The For Example Content Could Be Structure With In A Set Of paragraphs ,A List Of Bulleted Points, Or Using Images Data tables.

Characteristics of HTML:

- User Friendly
- Simple
- Semantic Structure
- SEO(Search Optimization)
- Platform Independent
- Media Support

CSS TECHNOLOGY:

Cascading Styles Sheets (CSS) Is Used To Style and Layout Webpages For Example To Alter The Font, Color, Size And Space of Your Content, Split Into Multiple Columns, Or Add Animations And Other Decorative Features

CSS Is The Language For Describing The Presentation Of Web Pages, Including Colors, Layouts, And Fonts. It Allows One To Adapt The Presentation To Different Type Of Devices, Such As Large Screens, Small Screens Or Printers. CSS Is Independent of Html and Can Be Used With Any Xml-Base Markup Language

Characteristics of CSS:

- Padding
- Font Style
- Background
- Font size-Adjust

JAVASCRIPT TECHNOLOGY:

Java Script Is A High Level. Often Just In time Compiled language That Confirms to the E C M A- Script Standard. It Has Dynamic Typing. Prototype Object-Orientation and First- Class Functions. It Is Multi-Paradigm, Supporting Events-Driven, Functional And Imperative Programming Styles.

MYSQL TECHNOLOGY:

MySQL is an open-source relational database management system (RDBMS). Its name is a combination of “My”, the name of co-founders Michael Widenius daughter, and "SQL", the abbreviation for Structured Query Language. The MySQL development project has made its source code available under the terms of the GNU General Public License, as well as under a variety of proprietary agreements. MySQL was owned and sponsored by a single for-profit firm, the Swedish company MySQL AB, now owned by Oracle Corporation. For proprietary use, several paid editions are available, and offer additional functionality.

SAMPLE CODING:

LOGIN SAMPLE CODE:

```
<!DOCTYPE html>
<html lang="en">
 <head>
  <meta charset="UTF-8" />
  <meta http-equiv="X-UA-Compatible" content="IE=edge" />
  <meta name="viewport" content="width=device-width, initial-scale=1.0" />
  <title>Login Form</title>
  <style>
   * {
    margin: 0;
    padding: 0;
    box-sizing: border-box;
    -webkit-font-smoothing: antialiased;
   }
   body {
    background: #e35869;
    font-family: "Rubik", sans-serif;
   }
   .login-form {
  background: #fff;
    width: 500px;
   margin: 65px auto;
    display: -webkit-box;
    display: flex;
```

```
    -webkit-box-orient: vertical;
    -webkit-box-direction: normal;



  flex-direction: column;
    border-radius: 4px;
    box-shadow: 0 2px 25px rgba(0, 0, 0, 0.2);
  }
  .login-form h1 {
    padding: 35px 35px 0 35px;
    font-weight: 300;
  }
  .login-form .content {
    padding: 35px;
    text-align: center;
  }
  .login-form .input-field {
    padding: 12px 5px;
  }
  .login-form .input-field input {
    font-size: 16px;
    display: block;
    font-family: "Rubik", sans-serif;
    width: 100%;
    padding: 10px 1px;
 border: 0;
    border-bottom: 1px solid #747474;
    outline: none;
    -webkit-transition: all 0.2s;
```

```
    transition: all 0.2s;
  }



.login-form .input-field input:focus {
    border-color: #222;
  }
  .login-form .action button:nth-child(2) {
    background: #2d3b55;
    color: #fff;
    border-bottom-left-radius: 0;
    border-bottom-right-radius: 4px;
  }
  .login-form .action {
    display: -webkit-box;
    display: flex;
    -webkit-box-orient: horizontal;
    -webkit-box-direction: normal;
    flex-direction: row;
  }
  .login-form .action button {
    width: 100%;
    border: none;
padding: 18px;
 font-family: "Rubik", sans-serif;
    cursor: pointer;
    text-transform: uppercase;
    background: #e8e9ec;
    color: #777;
```

```
    border-bottom-left-radius: 4px;
    border-bottom-right-radius: 0;
    letter-spacing: 0.2px;

outline: 0;
    -webkit-transition: all 0.3s;
    transition: all 0.3s;
  }
  .login-form .action button:hover {
    background: #d8d8d8;
      font-family: “Rubik”, sans-serif;
      cursor: pointer;
      -transform: uppercase;
       background: #e8e9ec;
      color: #777;
    border-bottom-left-radius: 4px;
    border-bottom-right-radius: 0;
    letter-spacing: 0.2px;
    outline: 0;
    -webkit-transition: all 0.3s;
 Transition: all 0.3s;
  }
  .login-form .action button:nth-child(2):hover {
    background: #3c4d6d;
font-family: “Rubik”, sans-serif;
      cursor: pointer;
      -transform: uppercase;
       Background: #e8e9ec;
      Color: #777;
```

```
    Border-bottom-left-radius: 4px;
    Border-bottom-right-radius: 0;



Letter-spacing: 0.2px;
    Outline: 0;
    -webkit-transition: all 0.3s;
 Transition: all 0.3s;
  }
 </style>
</head>
<body>
 <div class="login-form">
  <form action="login validation.php" method="post">
   <h1>Login</h1>
  <div class="content">
 <div class="input-field">
      <input
type="text"
        name="EMPID"
        id="EMPID"
        placeholder="Employee Id"
        required
       />
      </div>
      <div class="input-field">
       <input
        type="password"
        name="PASSWORD"
```

```
            id="PASSWORD"
            placeholder="Password"
          required


        />
          </div>
        </div>
        <div class="action">
          <button onclick="location.href='registration.html'" type="button">
            Register
          </button>
          <button>Sign in</button>
        </div>
      </form>
    </div>
  </body>
</html>
```

CHAPTER - 6
SYSTEM TESTING

INTRODUCTION:

The purpose of testing is to find errors. The outcome of a test task is the process of trying to discover all possible obstacles or weaknesses. This provides a way to verify the functionality of components, subassemblies, assemblies and/or finished products. This is the process of running software to ensure that it does not fail in an unacceptable way to meet the software system requirements and user expectations. There are many different types of tests. Each test type corresponds to a specific test requirement.

TEST CASE:

All the test cases mentioned above passed successfully. No defects encountered shown in Tab 6.1

Test Id	Test Case Name	Input	ExpectedOutput	ObtainedOutput	Result
T1	Employee Registration	Invalid details	Wrong Credentials	Wrong Credentials	Pass
T2	Employee Registration	Valid Details	Registration successful	Registration successful	Pass
T3	Employee Login	Invalid Details	Wrong Credentials	Wrong Credentials	Pass
T4	Employee Login	Valid Details	Login Successful	Login Successful	Pass
T5	View Profile Details	Click On My Profile	View Profile Details	View Profile Details	Pass
T6	Edit Profile Details	Valid Details	Profile updated successful	Profile updated successful	Pass
T7	View Salary Details	Click on Salary Report	Display Salary Details	Display Salary Details	Pass
T8	View Salary Receipt	Click on View Receipt	Display Salary Receipt	Display Salary Receipt	Pass
T9	Download PaySlip	Click on download PaySlip	PaySlip is generated	PaySlip is generated	Pass
T10	Logout	Click on Logout	Logout Successful	Logout Successful	Pass
T11	Admin Login	Invalid Details	Wrong Credentials	Wrong Credentials	Pass
T12	Admin Login	Valid details	Login Successful	Login Successful	Pass
T13	View Employee List	Click on Employee List	Display Employee List	Display Employee List	Pass
T14	View Class Details	Click on Class	Display Class Details	Display Class Details	Pass
T15	Create Class	Valid Class Details	Class Created Successfully	Class Created Successfully	Pass

T16	Credit Salary	Valid Employee Details	Salary Credited Successfully	Salary Credited Successfully	Pass
T17	View Salary Details	Click on Salary Report	Display Salary Details	Display Salary Details	Pass
T18	View Salary Receipt	Click on View Receipt	Display Salary Receipt	Display Salary Receipt	Pass
T19	Download PaySlip	Click on download PaySlip	PaySlip is generated	PaySlip is generated	Pass
T20	Logout	Click on Logout	Logout Successful	Logout Successful	Pass

Table: 6.1 Test Case Specifications

CHAPTER - 7

SAMPLE SCREENS

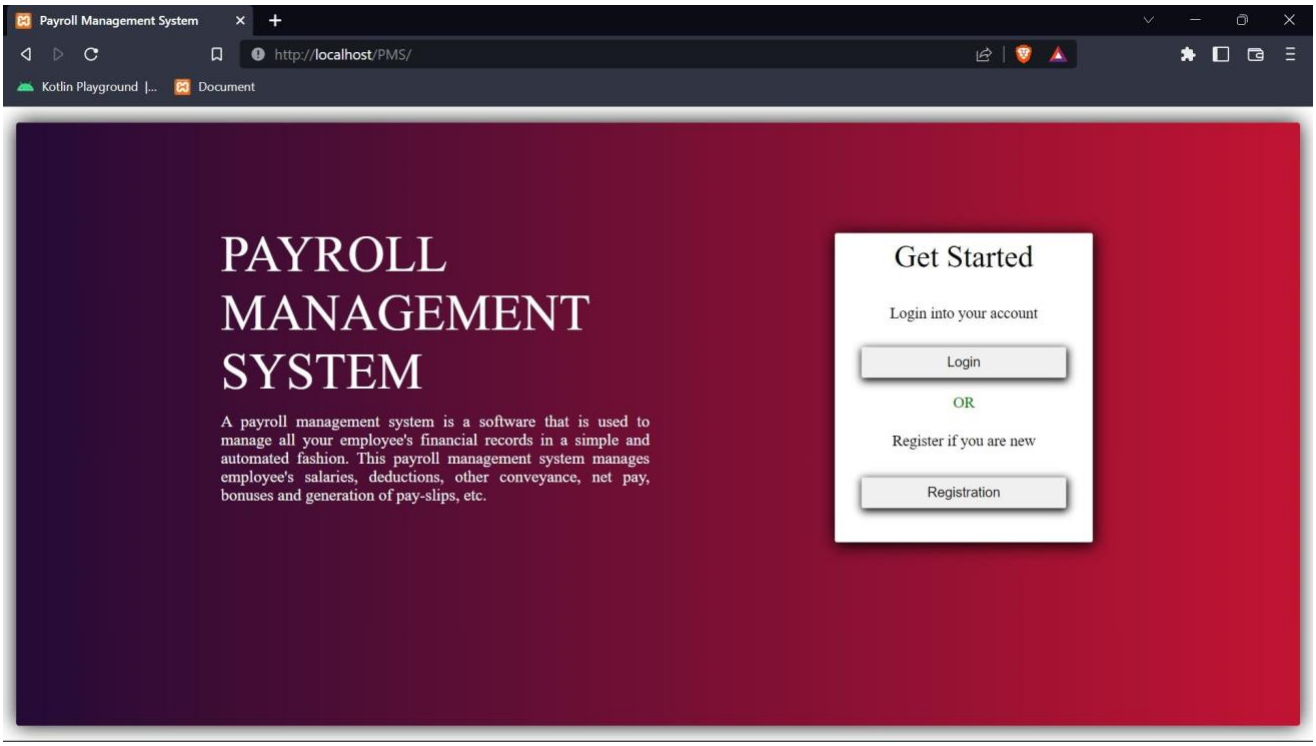


Fig:7.1 Home Page

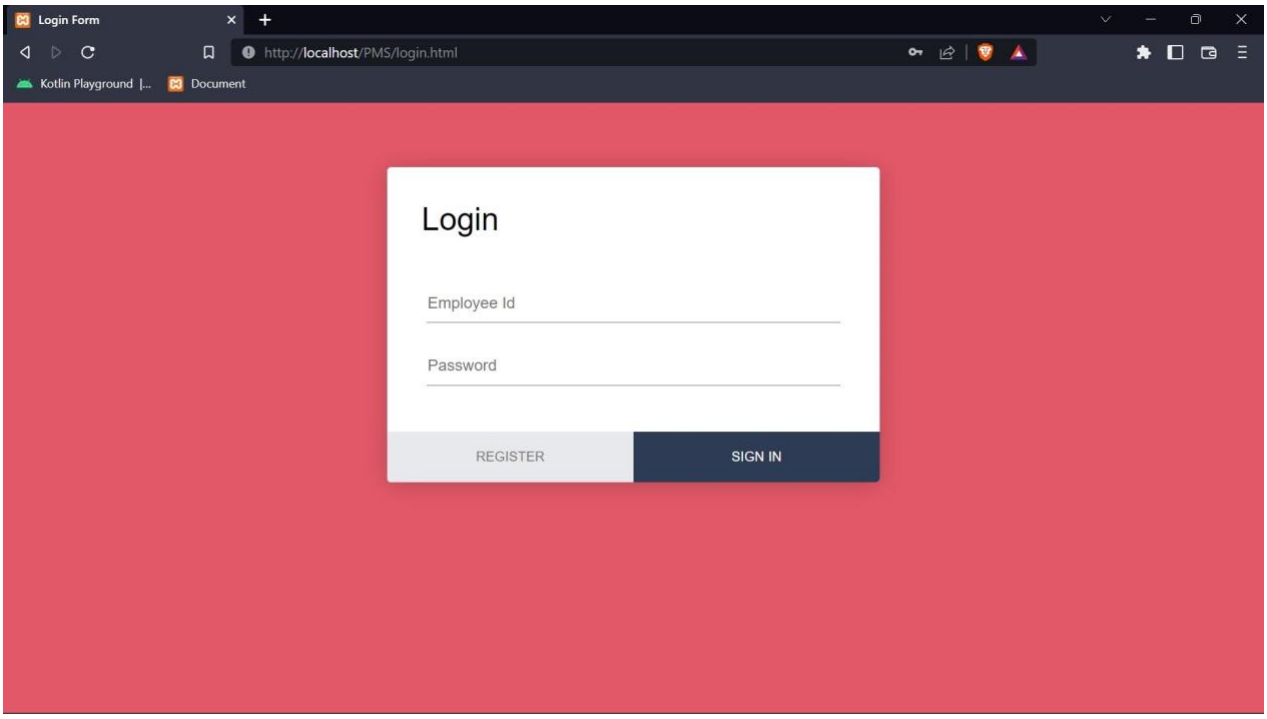


Fig:7.2 LOGIN PAGE

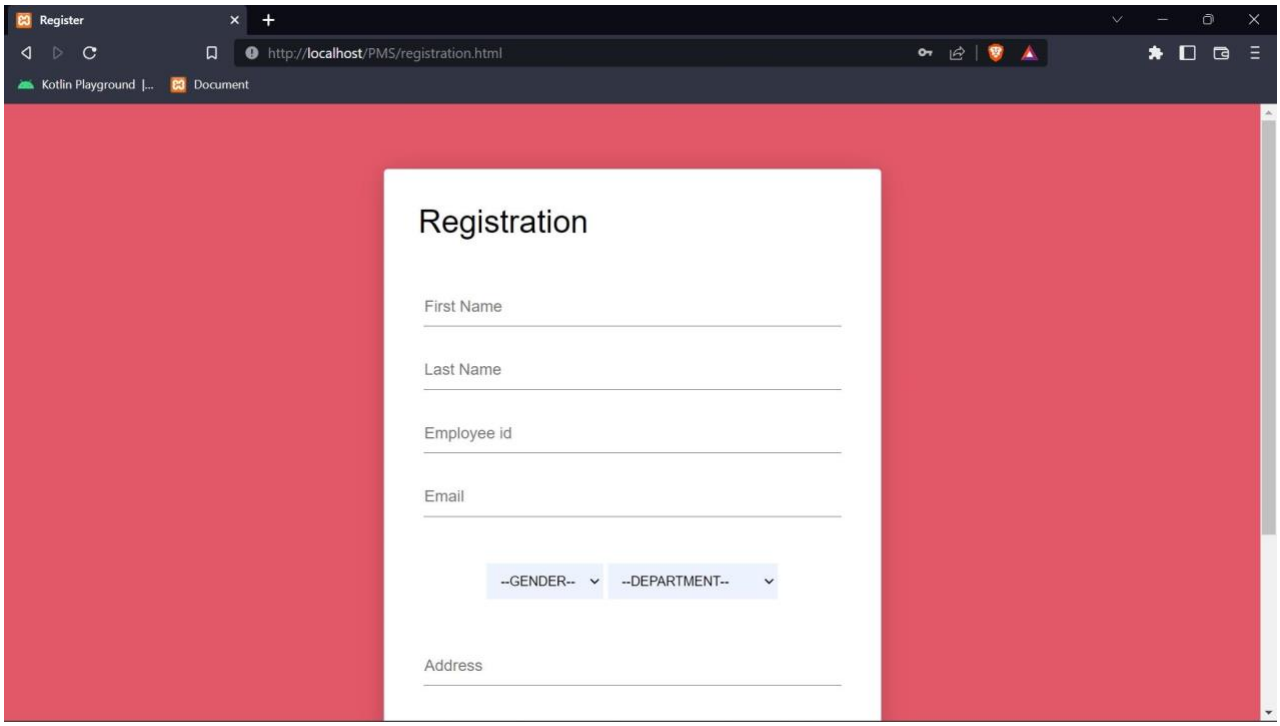


Fig:7.3 REGISTRATION PAGE

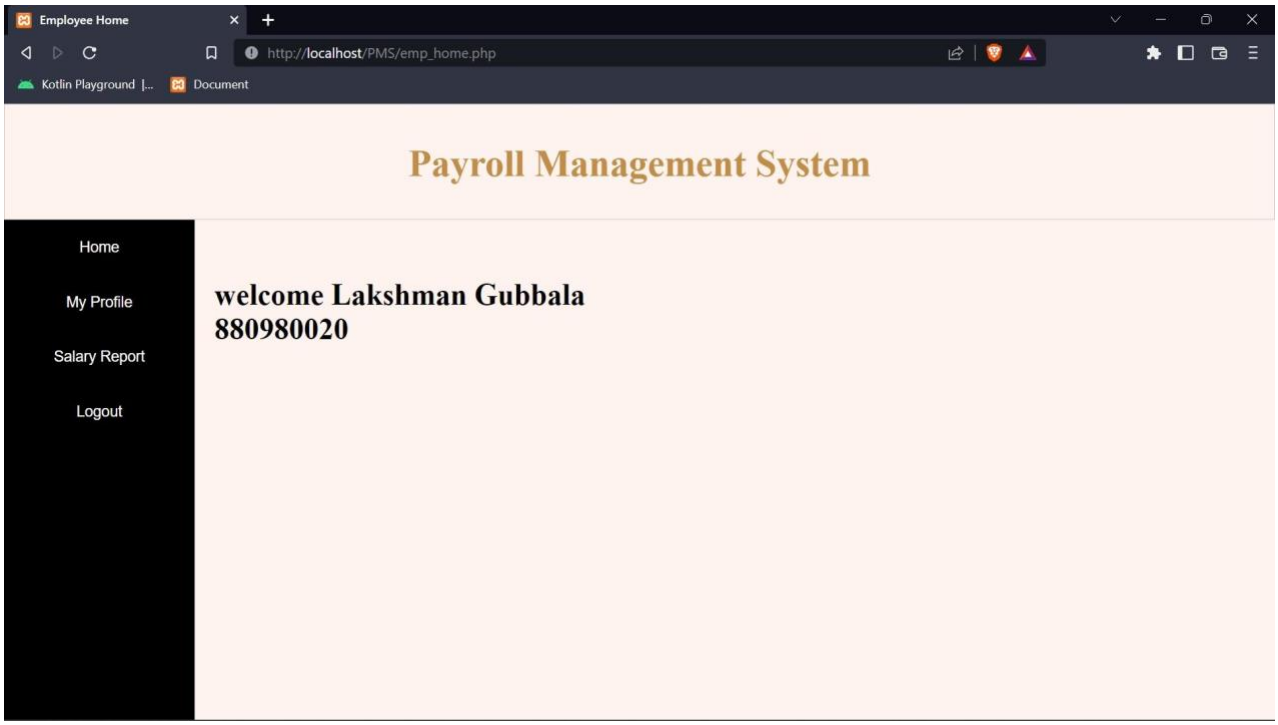


Fig:7.4 EMPLOYEE HOME PAGE

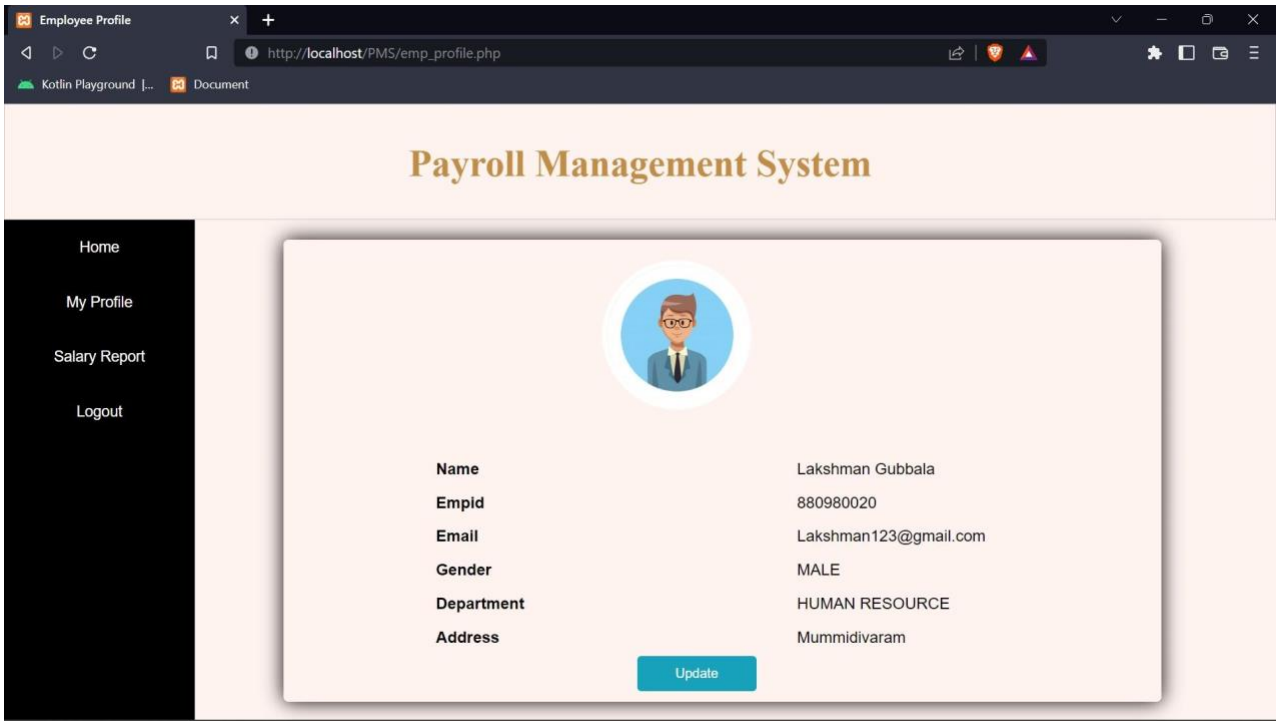


Fig: 7.5 EMPLOYEE MY PROFILE PAGE

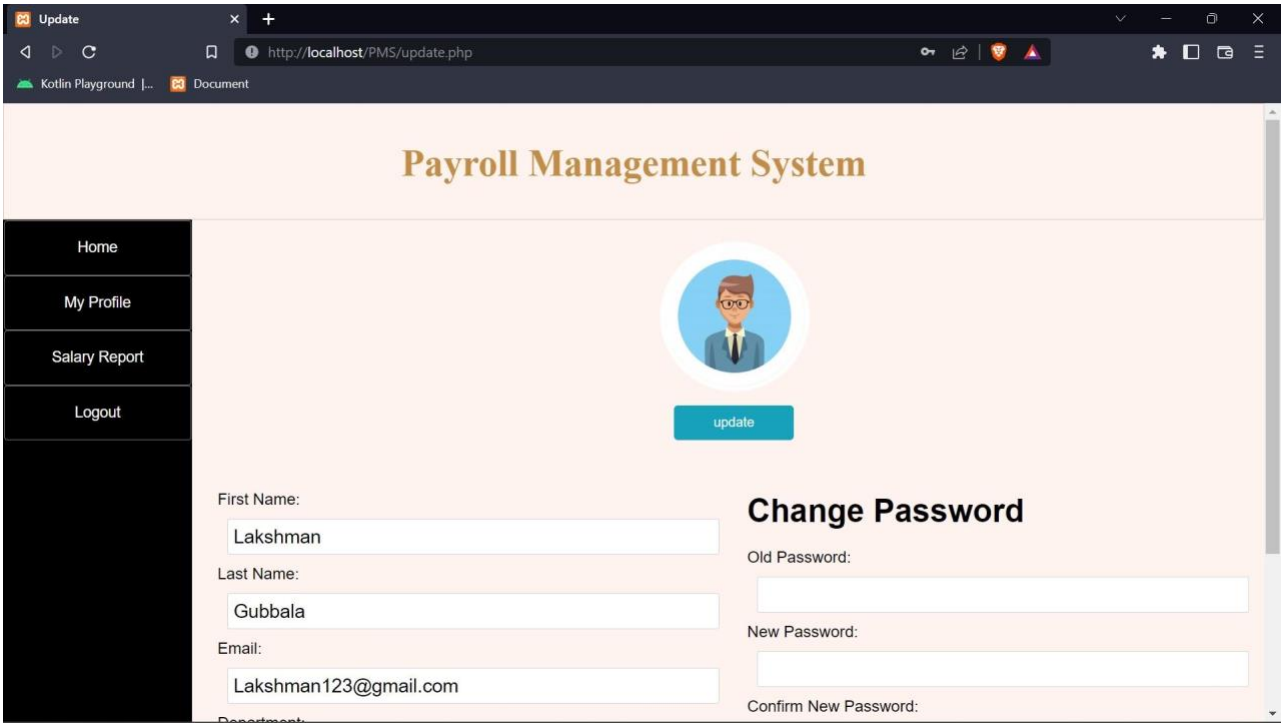


Fig:7.6 EMPLOYEE PROFILE UPDATE PAGE

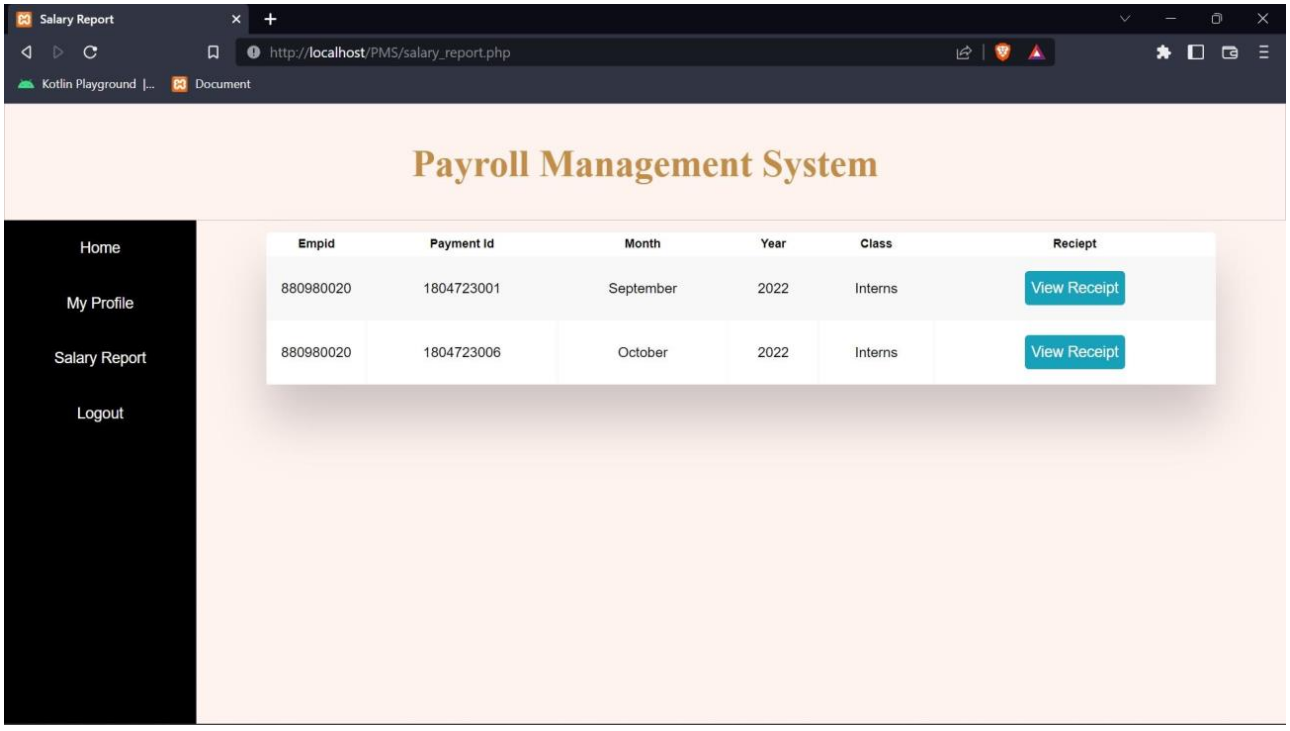


Fig: 7.7 EMPLOYEE SALARY REPORT PAGE

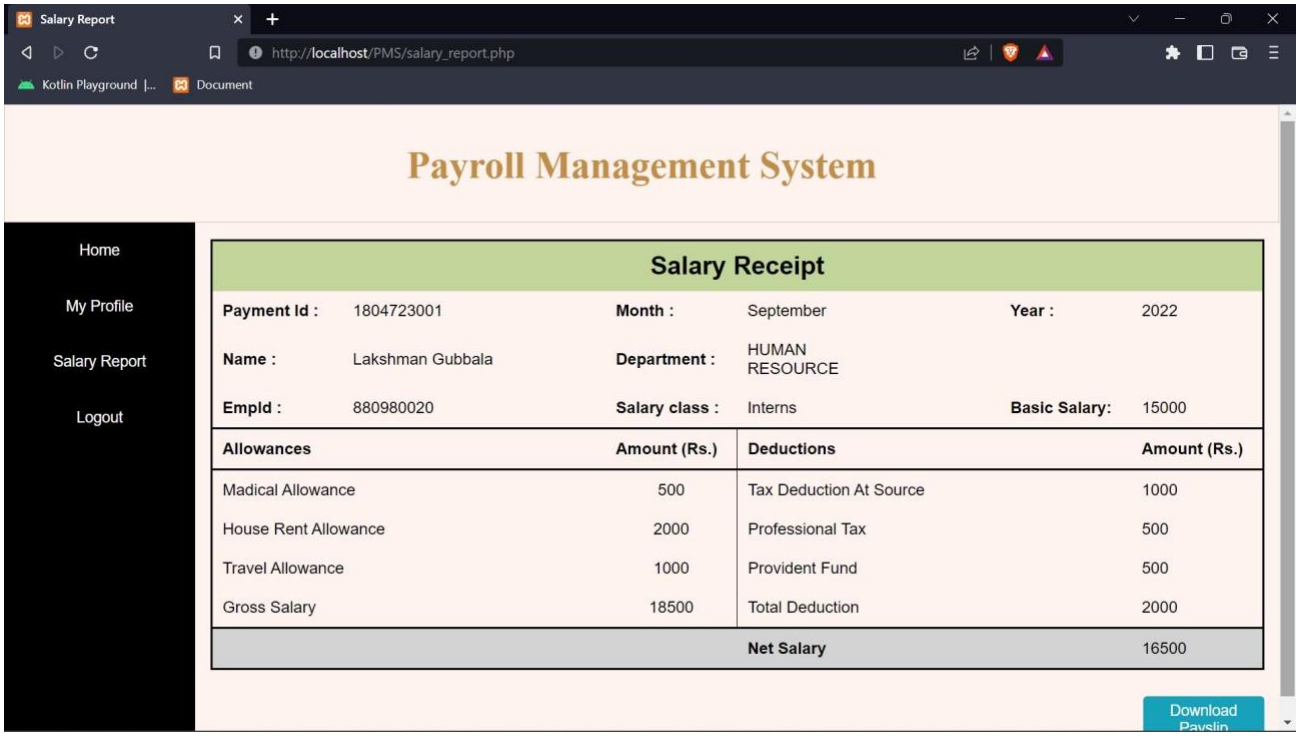


Fig: 7.8 EMPLOYEE SALARY RECEIPT PAGE

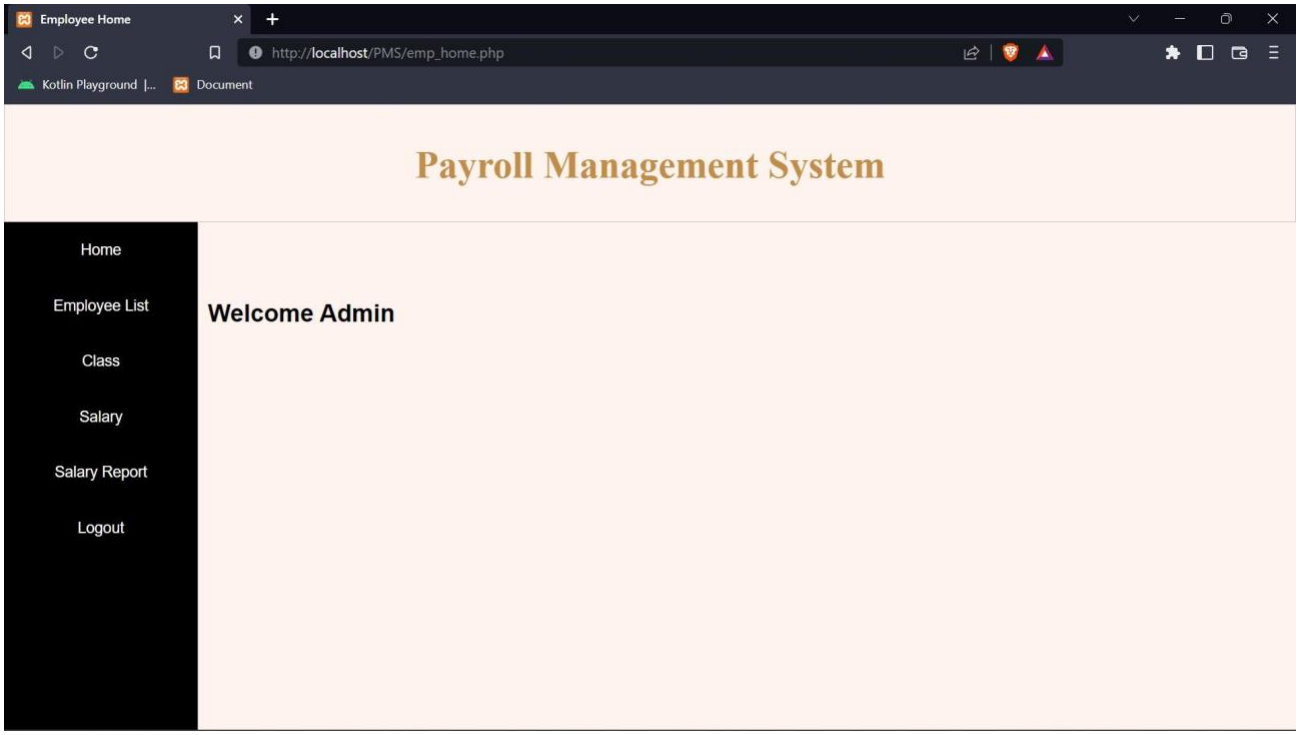


Fig: 7.9 ADMIN HOME PAGE

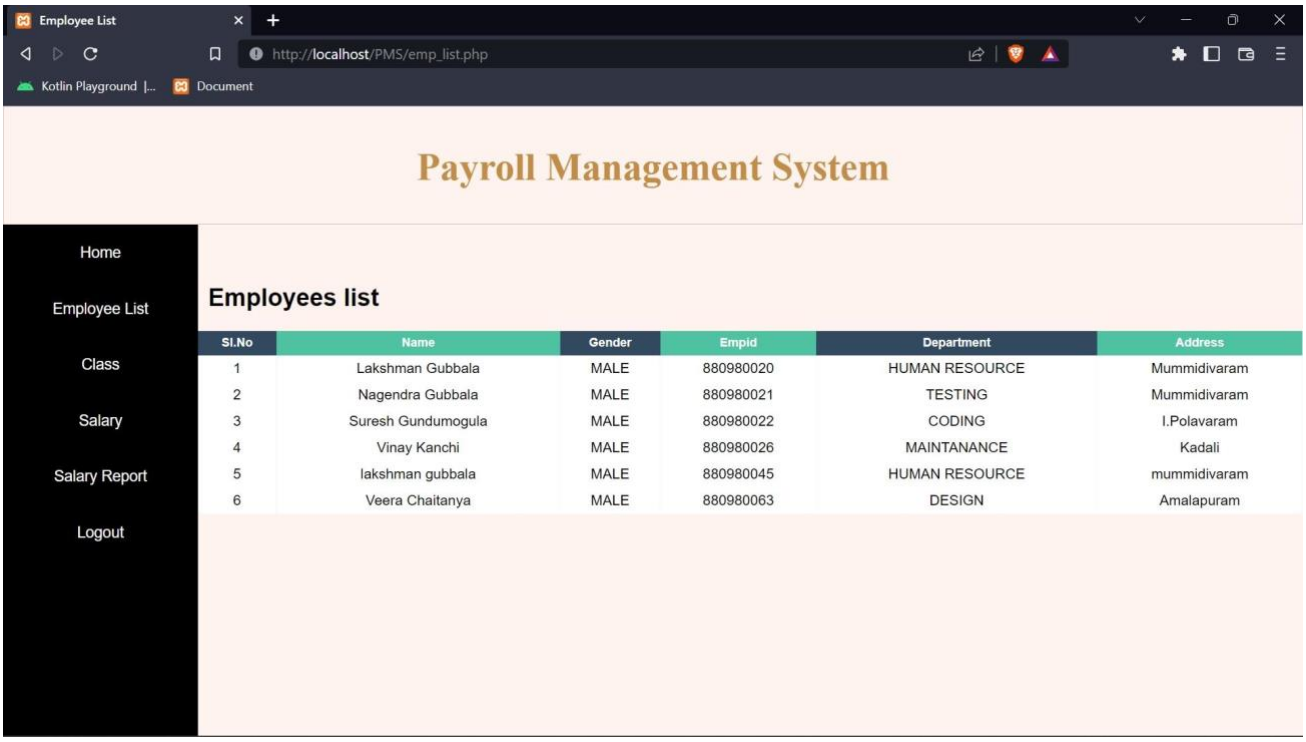


Fig: 7.10 EMPLOYEE LIST PAGE

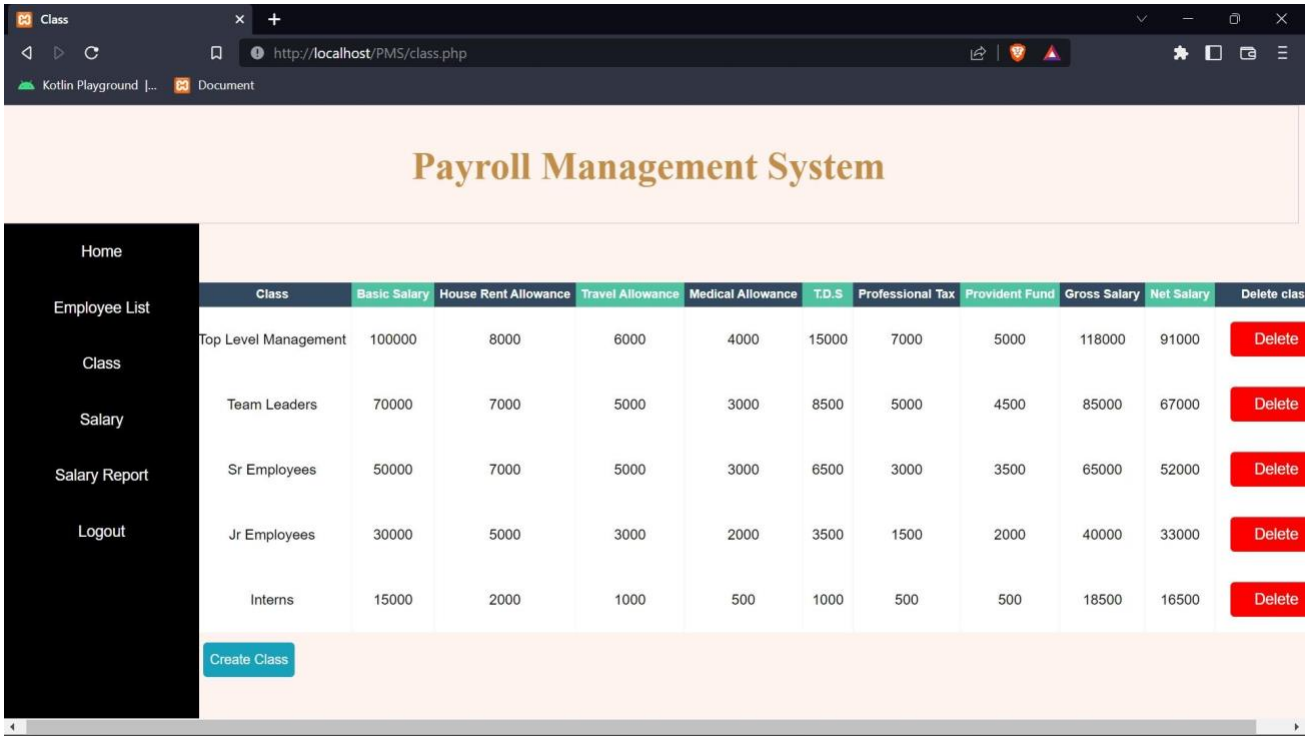


Fig:7.11 SALARY CLASS PAGE

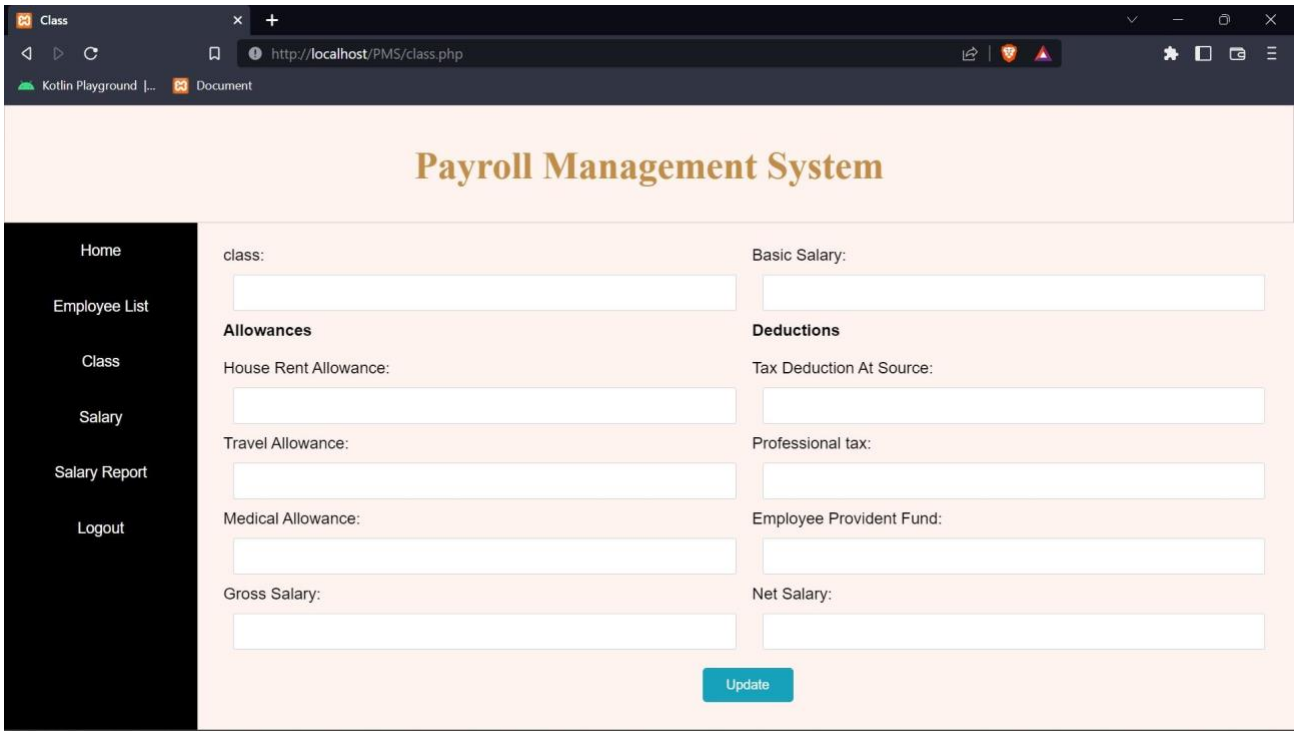


Fig:7.12 CREATE CLASS PAGE

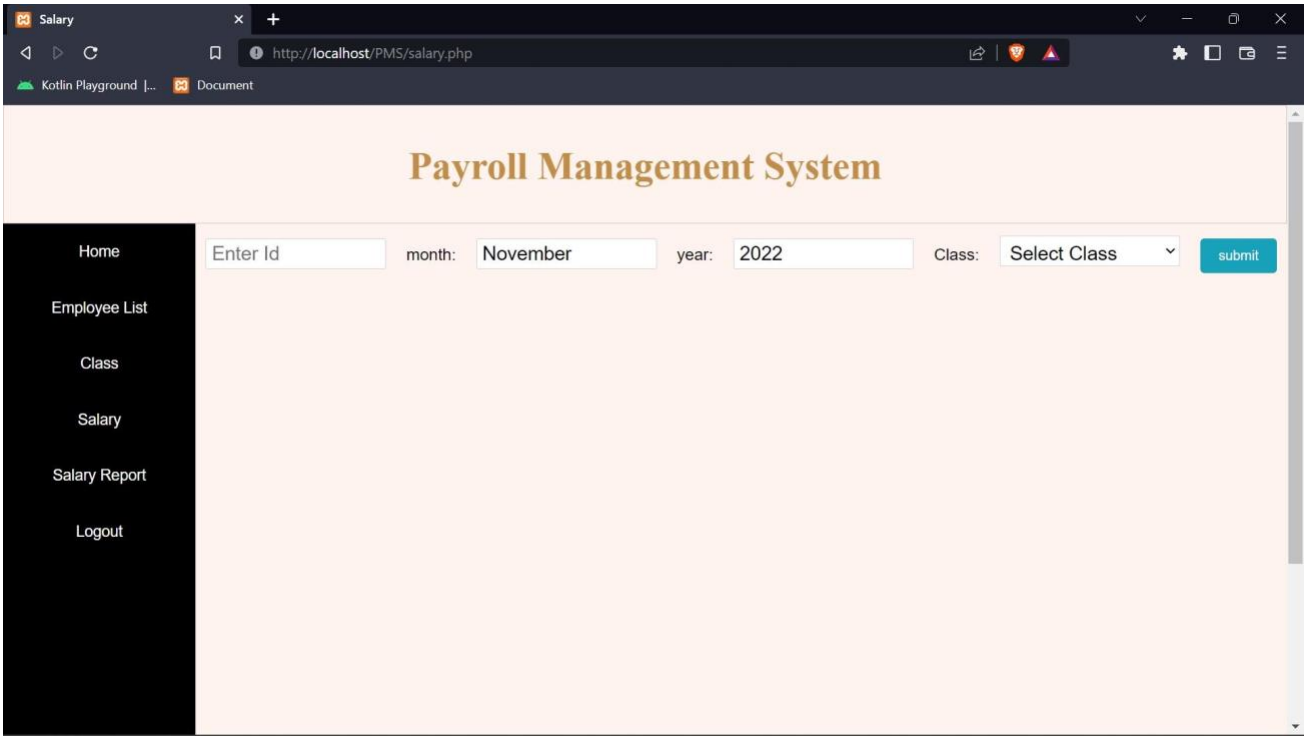


Fig: 7.13 SALARY CREDITING PAGE

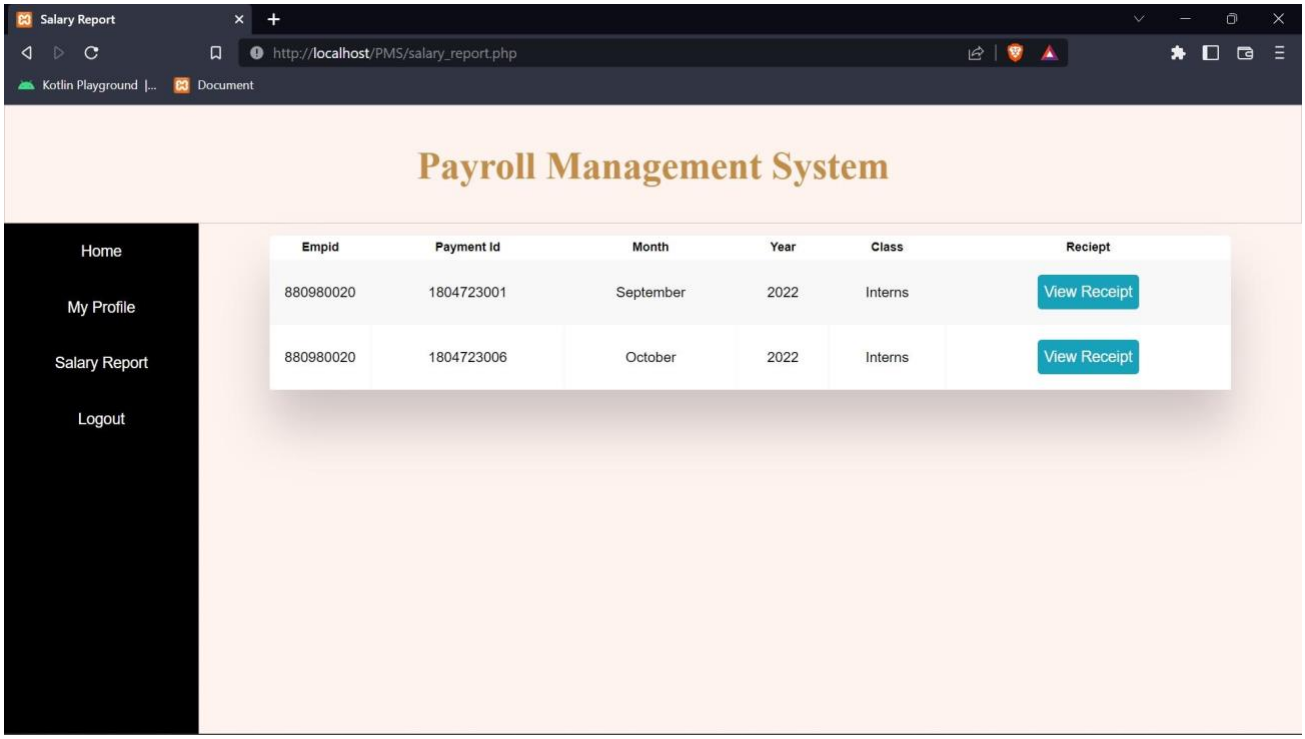


Fig: 7.14 SALARY REPORT PAGE

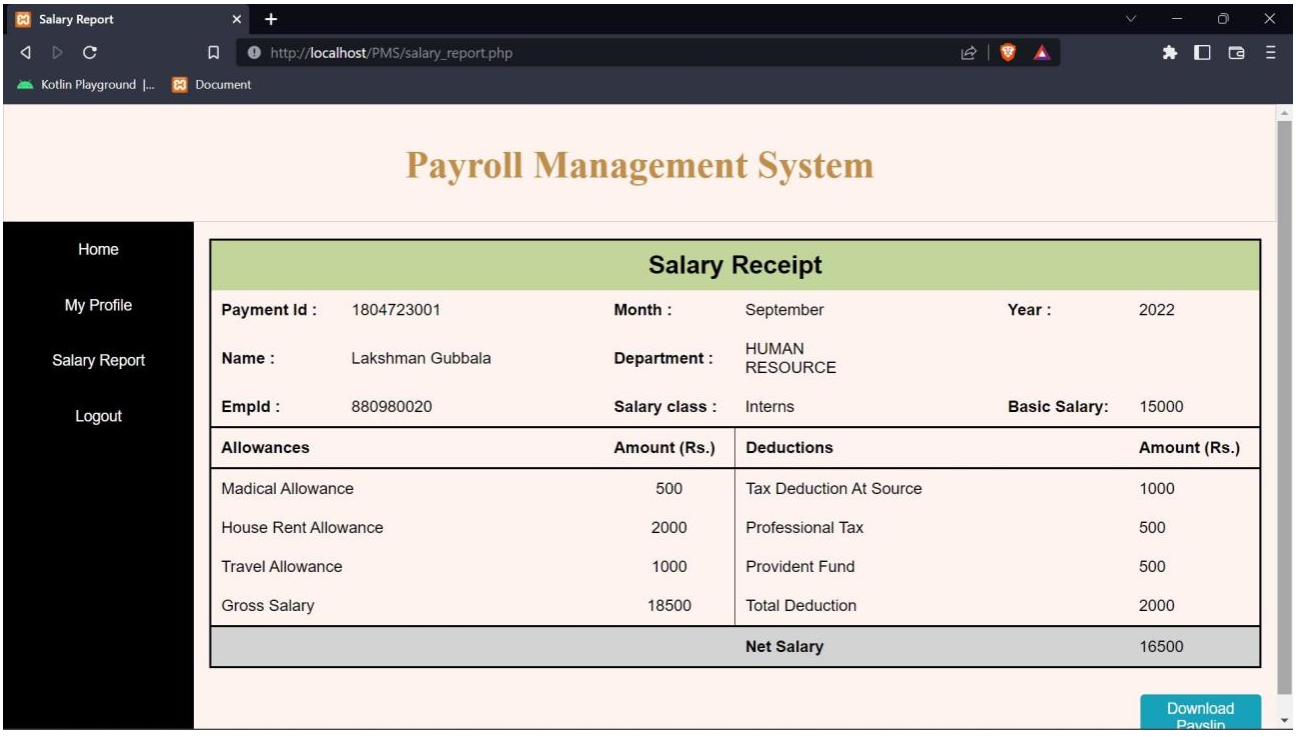


Fig: 7.15 SALARY RECEIPT PAGE

CHAPTER - 8
CONCLUSION

We conclude, using this application we can easily Insert the records and maintain them for long period of time. There is no chance of losing data and prevents data Redundancy. We have prepared application where no other Person other than the employee of the collector office can Make changes in the database. The departments we used were Agricultural loans, Civil and construction projects, Voter ID Department, and school and education department and Energy consumption department. The main records are to be Recorded and handled by the collector office's employees in Order to keep a check on the customers and applicants.

The employees cannot lose the data as there is delete Option provided, but could be altered from the backend for Future purpose. We can easily view the present details of the Department so that we can cross check or do verification.

"Payroll Management System" software developed for a company has been designed to achieve maximum efficiency and reduce the time taken to handle the Payroll activity. It is designed to replace an existing manual record system thereby reducing time taken for calculations and for storing data. The system uses HTML, CSS and JavaScript as front end and MySQL as a backend for the database.

CHAPTER – 9
FUTURE ENHANCEMENTS

Doing payroll manually can be both time-consuming and very inefficient. Humans make mistakes and when these mistakes are made during the payroll calculation process, it can cost a business owner a lot of money. Instead of doing payroll manually, we need to embrace the trend of automated payroll programs. This technology can help a business owner in a variety of ways.

For one, automated payroll makes wage calculation much easier. Trying to go over countless spreadsheets and calculate every hour the employees in your company have worked is a horrible idea. Using automation allows you to calculate basic salary and hourly wages in a hurry. You will also be able to avoid manually writing checks when investing in one of these automated payroll systems.

Payroll automation also simplifies the tax deduction calculation process. Making sure state and federal withholdings are accurate is vital. When first getting a payroll automation system, you will be able to code in tax rates. These coded inputs are then used to make deduction calculations.

If you are unsure about how to properly set up an automated payroll software program, consulting with IT professionals is a good idea. Failing to set this system up properly from the outset can lead to long-term issues, which is why allowing professionals to help is essential.

CHAPTER-10

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