Scaling the Payroll



What makes a payroll application ready to grow?

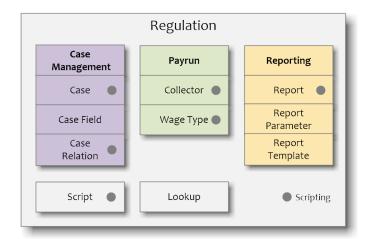
For payroll providers and enterprises, the following scaling criteria are critical when selecting a payroll application:

- Variable pay model
- Control of runtime behavior
- Integration of software services
- Development tools

In the following, these points are explained using the Payroll Engine as an example.

Variable payroll model

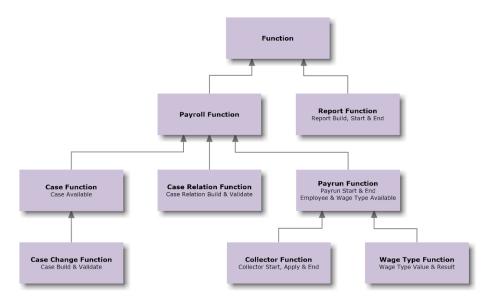
Wage elements can be freely defined and customized. The regulations of the Payroll Engine include the wage model with the use cases (input), the wage calculation in the payroll run (collectors and wage types) as well as the evaluations and reports.



Control runtime behavior

To dynamically influence the program flow, e.g., the calculation of the wage type in the payroll run, additional connection points are necessary. This scaling criterion is particularly important for cloud applications, as central processing places higher demands on security and performance.

With the Scripting API, the Payroll Engine offers a special interface for controlling runtime behavior. Scripts (<u>C# programming</u>) are used, for example, to validate user entries or to determine the formula of a wage type. All work data (master data, case data and wage data) are available in various functions.

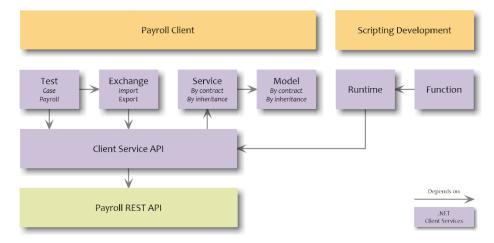


Integration of software services

External services can be integrated via webhooks when entering cases, processing wages, or creating reports. Examples include checking bank and insurance numbers or converting currency amounts.

Development tools

For payroll developers, Payroll Engine provides runtime components (<u>NuGet</u>) to run and analyze payroll processes in the local development environment (<u>debugging</u>).



In this development mode, data queries continue to be made via the Payroll REST API so that no additional test data needs to be prepared.

By covering these criteria, the Payroll Engine significantly supports payroll service providers in scaling their business models.