#### Minor Project- Report Aug-2019-2020

Course Faculty: Shravya Mam

Course Name & code: OJ

Semester: 3rd

Date: 05/11/2020

TITLE OF THE PROJECT	Employee Database and Payroll System			
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USN	1DS19CS195	1DS19CS193	1DS19CS196	1DS19CS194
INDIVIDUAL CONTRIBUTION	Testing and Adding Additional Features	Basic Structure/Code and Database Part	UI and Presentation	None
GUIDE	Shravya Mam			
PROJECT ABSTRACT :	The proposed project "Employee Database and Payroll Management System" has been developed to overcome the problems faced in the practicing of manual system. This software is built to eliminate and in some cases reduce the hardships faced by the existing system. Moreover this system is designed for particular need of the company to carry out its operations in a smooth and effective manner.  Human resource challenges are faced by every organization which has to be overcome by the organization. Every organization			

	has different employee and payroll management needs. Therefore I have design exclusive Employee and payroll Management System that are adapted to the organization's Managerial Requirements.
PLATFORM USED (H/W & S/W TOOLS TO BE USED	JAVA JDK, ECLIPSE IDE, MYSQL WORKBENCH, MYSQL SERVER, SQLITE STUDIO, JDBC MYSQL CONNECTOR
INTRODUCTION	The Admin gets logged in by valid username and password. Admin can add new Employee, add new Department, add new Pay Grade for the employees. Admin can set the 'from' and 'to' date worked by an employee in a department with specific pay grade. The Admin can generate an automated monthly salary of an employee. The admin can view all the past records of any recorded employee.

Most of the contemporary Information systems are based on the Database technology as a collection of logically related data, and DBMS as a software system allowing the users to define, create, maintain and control access to the database.

The process of constructing such kind of systems is not so simple. It involves mutual development of application program and database. The application program is actually the bridge between the users and the database, where the data is stored. Thus, the well-developed application program and database are very important for the reliability, flexibility and functionality of the system. The so defined systems differentiate to each other and their development comprises a great variety of tasks to be resolved and implemented!

At the very commencement, I proceeded to a decision to carry out the development of my task into the following steps:

- 1. Exploring the available development environments and techniques.
- 2. Database Analyzing.
- 3. Database design and Implementation.
- 4. Program's Structure Analyzing.
- 5. GUI (Graphical User Interface) constructing.
- 6. Bringing all the stuff together (controls data binding and functions implementation).
- 7. Tests!

Now each one of these steps could be explained in some brief details as follows:

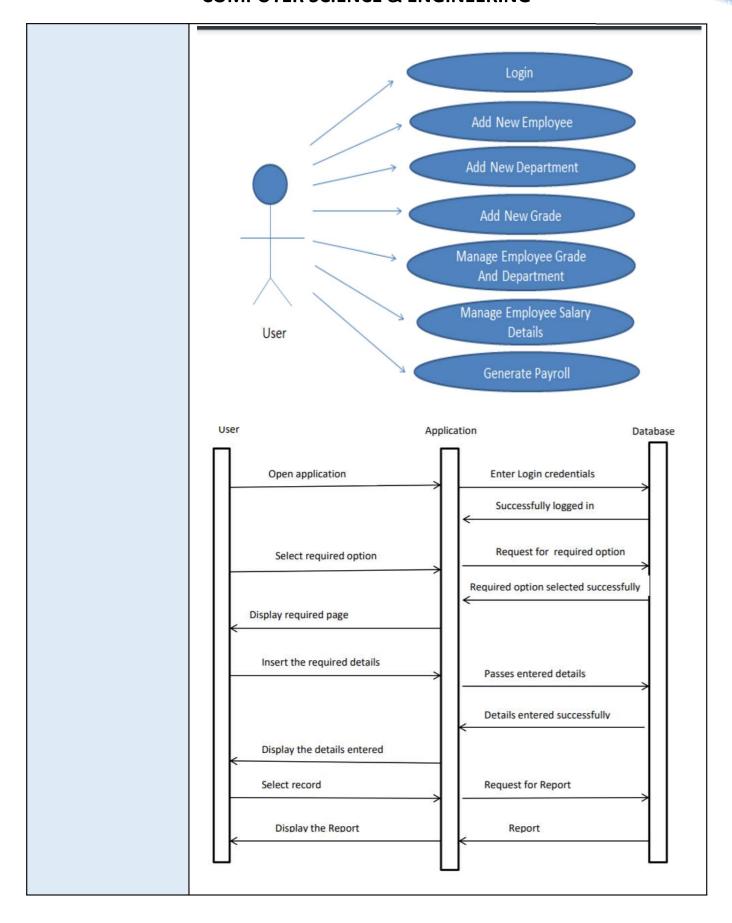
- 1. Exploring the available development environments and techniques There is a lot of programming environments available to be used for such kind of elaborations. The point is to choose such an environment that we will be able to operate with in a convenient and easy way. This is more or less optional and individual process, that depends on the developer's experience as well.
- 2. Database Analyzing It concerns all of the demands, put upon the database content and its functionality. The database should be designed and implemented in a way that the user would expect it to be.

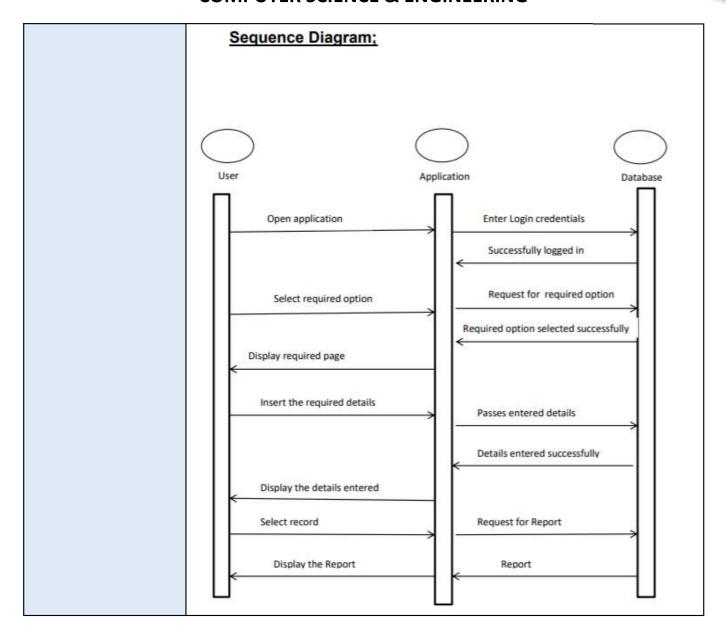
	3. Database design and Implementation This step is tightly related with the previous one as it is completely determined by the requirements, analyzed and discussed in step2.  4. Program's Structure Analyzing The application program as an interface between the users and the database should be an accurate "reflection" of the database on the screen; hence a well analyzed and defined structure is needed.  5. GUI Constructing After analyzing the program's structure and defining what it should consist of, a graphical representation of this stuff is needed in order to enable the user to interact with the data.  6. Bringing all the stuff together The next step that should be taken is connecting the program with the database and performing the necessary functionality upon all of the controls.  7. Tests To ensure that everything works properly and as it has been expected, test performance has to be done upon the system's functionality.	
PROJECT SOURCE CODE LINK (GITHUB/ GOOGLE DRIVE)	https://github.com/XitizVerma/Employee-Database-and- Payroll-System	
CONCLUSION /FUTURE ENHANCEMENT	Future scope of the work:  The option to print the records In future. I intend to add a leav structure in the future. I would like to implement a regular back mechanism to back up the employee database to avoid disasters. The system can be developed in such a way that its existing features can be modified to better versions  Conclusion:	

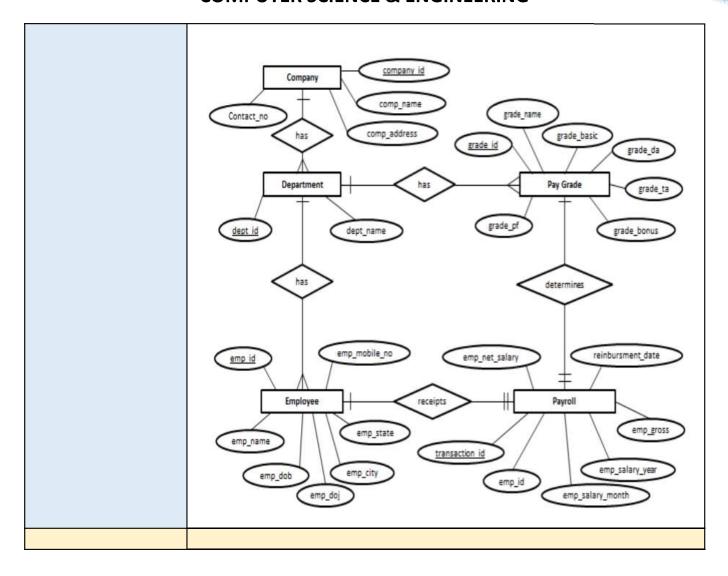
#### RG EF

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This project is built keeping in mind that it is to be used by only one user that is the admin. It is built for use in small scale organization where the number of employees is limited. According to the requested requirement the admin can add, manipulate, update and delete all employee data in his organization. The admin can add new departments and delete them. The Admin can also add predefined pay grades for the employees. The required records can be easily viewed by the admin anytime time he wants in an instant. The payment of the employee is based on monthly basis. Numerous validations implemented would enable the admin to enter accurate data. The main objective of this framework is to save time, make the system cost effective and management records efficiently.







#### ME RG EF

