

Functional Requirement

1. Splash Screen:

- It is the first screen that users see.
- Contains logo and slogan

2. Login Screen

- Allows to enter credentials
- Split users according to role via separate login buttons

3. Employee list screen

- Contains employee list
- Allow to choose employee

4. Payment Screen

- Contains weekly schedule, ,total amount, total hours, name and position of the employee
- Allows employer to approve pay
- It contains Edit position button

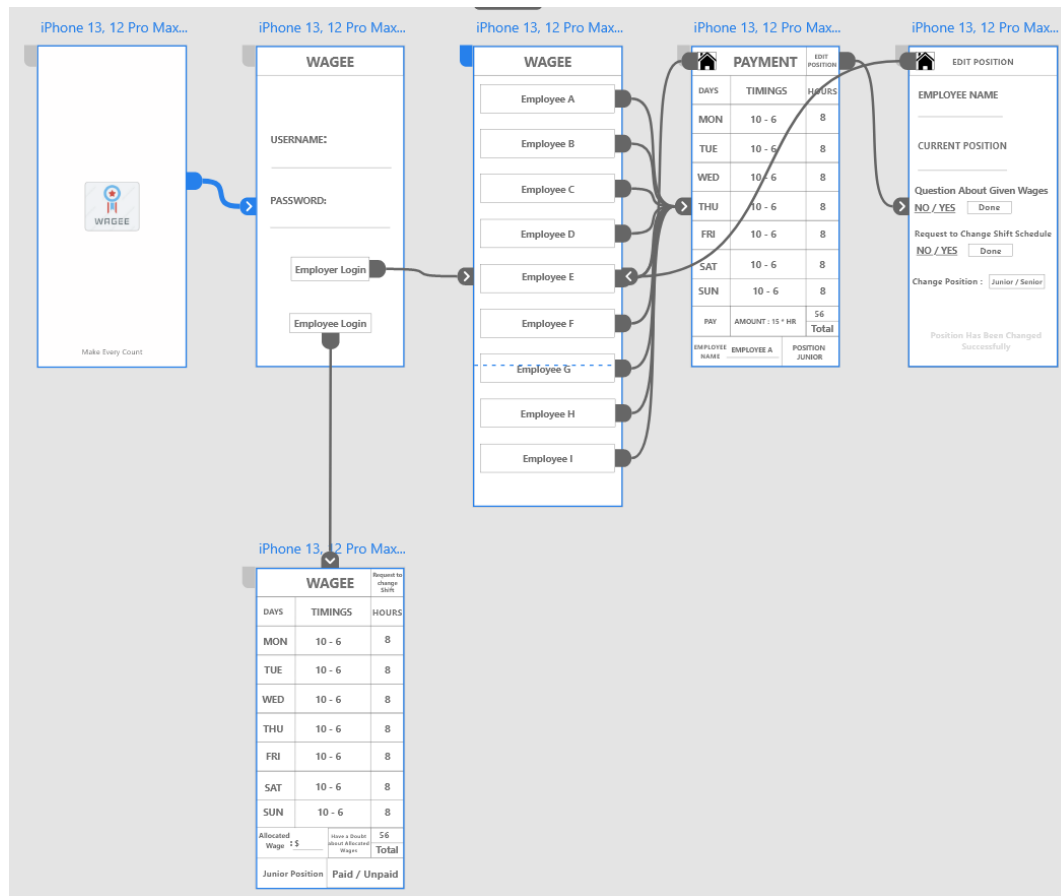
5. Edit position screen

- Contains Employee details
- Can see doubt about given wage if employee have.
- See the request of changing the shift.
- Change position button

6. Employee weekly schedule screen

- Contains weekly schedule, allocated wage, total hours, position and status of payment
- It contains two buttons: Request to change shift & Have a doubt about allocated wages.

Flow Chart:



From Earlier Semester:

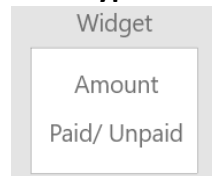
- Login screen: passes the credentials.
- Employee list screen: passes the particular employee name and redirects to the payment screen for the employee
- Payment Screen: passes total pay to Employee weekly schedule screen.
- Edit Position Screen: pass change position to the Employee weekly schedule screen.
- Employee weekly schedule screen: Passes two requests to Edit position Screen
 - Have a doubt about wages
 - Request to change the shift

Technical Specification

- **Notification:** User will get the notification when payment will be sent.
 - **Classes:** wageeNotification, wageeFragmentOne, wageeFragmentTwo.
 - **Methods:** createNotificationChannel()
 - **Variable:** CHANNEL_ID is a string variable.
 - **Prototype:**



- **Widget:** User can check the payment status and amount in the widget
 - **Classes:** wageeWidget, wageeWidgetStackService, wageeWidgetStackViewsFactory
 - **Methods:** updateAppWidget(), onUpdate(), RemotesViews getViewAt()
 - **Prototype:**



- **Sensor:** The user can enable and disable the dark mode feature in the application.
 - **Classes:** wageeSensorManager
 - **Methods:** onSensorChanged()
 - **Variable:** illuminance is a float variable.
 - **Prototype:**

