# Freelancing Management System $\mathbf{FMS}$

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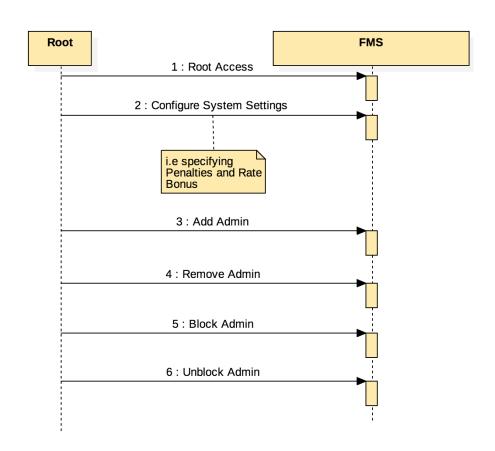


Figure 1: System Sequence Diagram of the Root

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## 1 System Description

This is a *Freelancing Management System*, a system which allows *Customers* and *Freelancers* to find one–another easily. It manages the processes from finding workers, verifying them, engaging, paying up to rating. Let us take you on an interesting tour into the *system actors*, every one of them sees the system differently according to their role.

#### 2 System Actors

#### 2.1 Root

The Root is the owner of the system. He is the one who set it up for the first time with a special root access from him. The Root also specifies the system settings like penalties, bonuses on the rate and ratio of the profit on each Employer-Freelancer deal.

Besides, He add Admins to manage the system.

#### 2.2 Admin

Admins are the managers of the system. They have *The managers access* over the hole system, they can *delete* or *ban* any consumer account. Also, They can view some Statistics like the number of the Employers and Freelancer. They can *Receive* and *Reply Complaints* of the consumers as well. Admins can view reports about the system i.e *economic*, *consumers*, *blocked*, ... reports.

#### 2.3 Freelancer

Freelancers are the workers of the system. Every one them have an Profile where he can share his experience, and work examples. His Profile contains enough information so that the Employer can decide wherever he is going to invest in that freelancer or not. There is a Rate in the Freelancers Profile is computed with very accurate algorithms based on the Employers Feedback and how commitment is the Freelancer! Freelancer are paid per hour, and it is in the profile. A Freelancer can review the Employers' Profiles and their Tasks which they can apply for it and make special offers for the Employers.

#### 2.4 Employer

Employer are the stockholders. They also have their profiles. An Employer can create a Task or a list of tasks seen by interested Freelancers. Then the Employer can choose the best Freelancer among who applied. Once the Employer accepts the offer the money is withdrawn from his account to the pending state in the system. After the task is finished, the Employer can rate and feedback the freelancer, and sure the freelancer is paid.

# 3 Diagrams

# 4 Use Case – in detail

## 4.1 Access Root

Use Case Name	Root Access
Actors	Root-Exclusively
Pre-condition	1. At configuration time for the very first use.
	2. Root is given a default password.
Basic Flow	1. Open the System
	2. Enter 'root' in the user name text box
	3. Enter '0000' in the password text box
Post-condition	have full control of FMS settings

# 4.2 Specify Penalties

Use Case Name	Specify Penalties
Actors	Root-Exclusively
Pre-condition	Root Access
Basic Flow	1. Open the system with the Root Access
	2. Click on Specifies Penalties
	3. Fill the Data
	4. Click submit
Post-condition	Penalties is configurted

## 4.3 Add Admin

Use Case Name	Add Admin
Actors	Root — Exclusively
Pre-condition	Root Access
Basic Flow	<ol> <li>Open the system with the Root Access</li> <li>Click Add Admin</li> <li>Specify its data</li> <li>Click submit</li> </ol>
Post-condition	Admin is added

## 4.4 Remove Admin

Use Case Name	$Remove\ Admin$
Actors	Root — Exclusively
Pre-condition	Root Access
Basic Flow	1. Open the system with the Root Access 2. Click Remove Admin 3. Choose the Admin [drop down list 4. Click submit
Post-condition	Admin is removed

## 4.5 Block Admin

Use Case Name	Block Admin
Actors	Root — Exclusively
Pre-condition	Root Access
Basic Flow	<ol> <li>Open the system with the Root Access</li> <li>Click Block Admin</li> <li>Choose the Admin [drop down list</li> <li>Click submit</li> </ol>
Post-condition	Addmin is removed and is put in the block list

# 4.6 Unblock Admin

Use Case Name	Unblock Admin
Actors	Root-Exclusively
Pre-condition	Root Access
Basic Flow	<ol> <li>Open the system with the Root Access</li> <li>Click Unblock Admin</li> <li>Choose the Admin [drop down list</li> <li>Click submit</li> </ol>
Post-condition	

# 5 Call Us