

BHOPAL (MP)

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CASE STUDY ON

## EMPLOYEE MANAGEMENT SYSTEM

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TEAM NAME : **SMOOTH  
POSSE**

# SUMMRY OF EMPLOYEE MANAGEMENT SYSTEM

- Definition of employee management system
- Importance in modern workplaces
- Evolution of employee management
- An employee management system is technology designed to streamline core HR services and improve workforce productivity
- To make more informed workforce decisions
- Increase productivity
- Richer employee experiences
- Secure data and the information through employee management system



# Responsibilities does employee management include

- Assessment and planning
- Training and onboarding
- Testing and feedback
- Go-live and support
- Support two - way communication
- Recognize achievements



# Employee Management Case Study

TEAM BY:- SMOOTH POSSE

# Agenda

- Introduction to employee management
- Case study overview
- Challenges faced
- Management strategies
- Results and impact
- Q&A session
- 



# Case Study Overview

- Employee demographics
- Work environment
- Corporate culture
- Key challenges
- 



# Management Strategies

- HR initiatives
- Training programs
- Performance evaluations
- Employee engagement

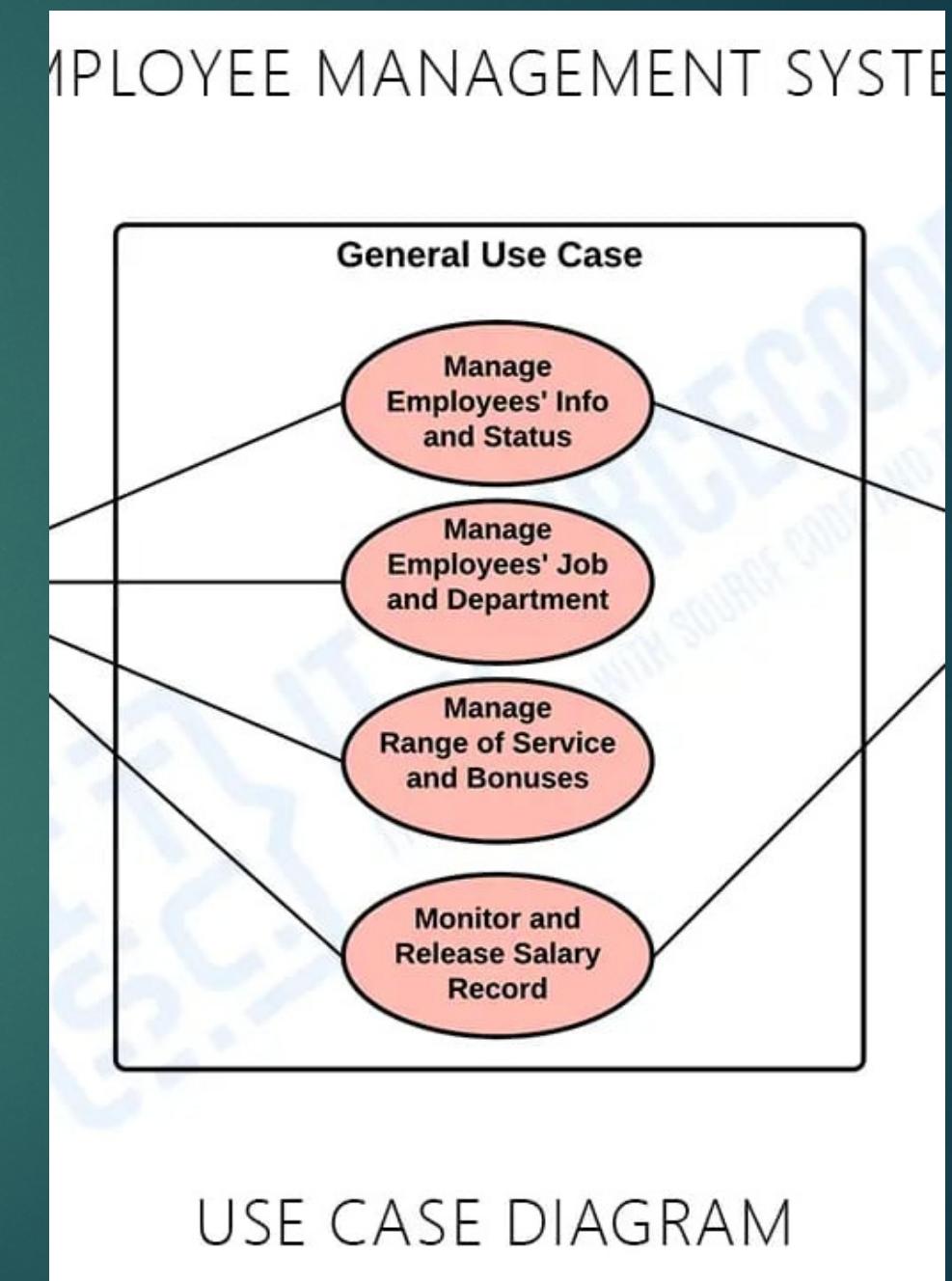


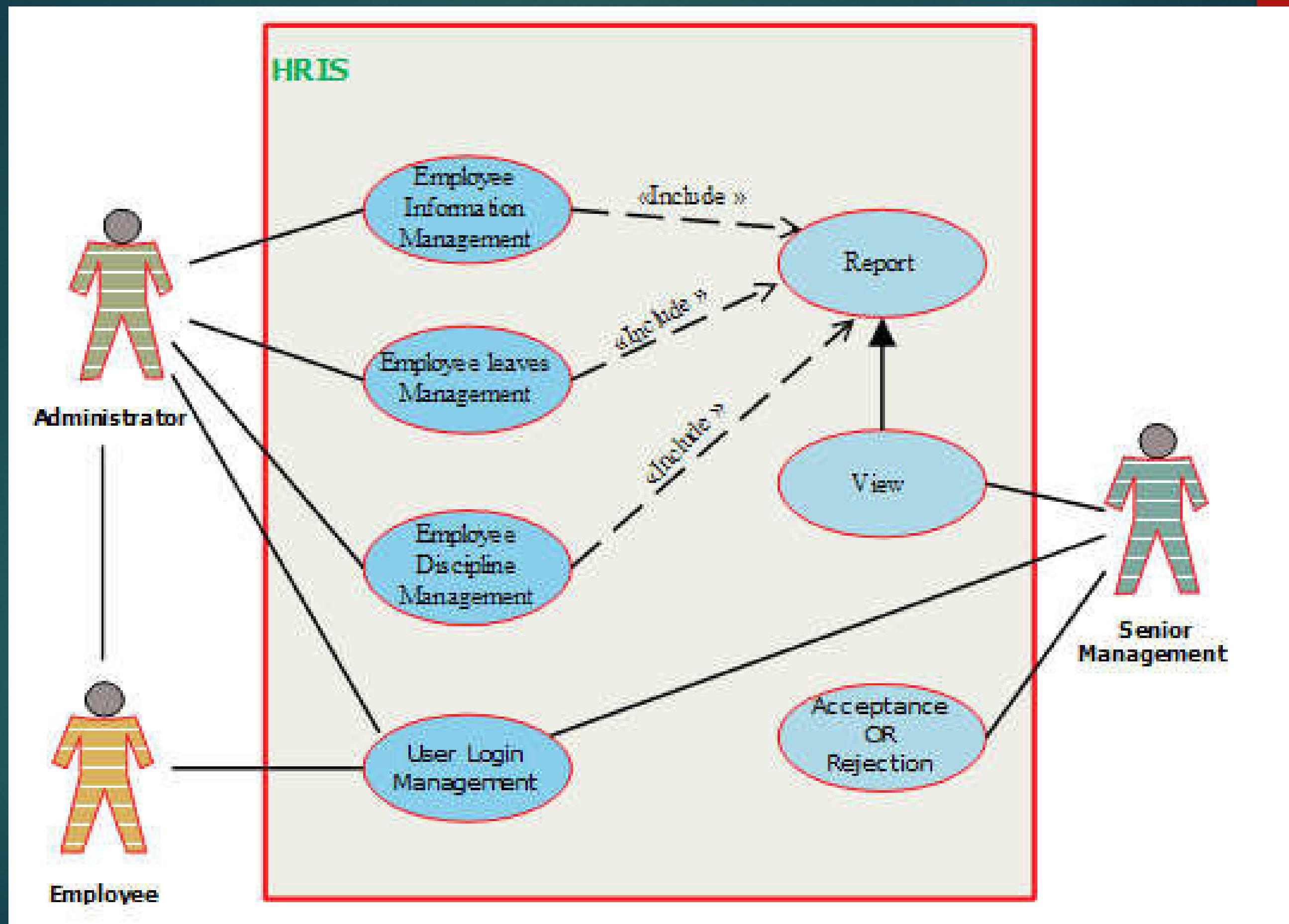
# Case diagram

Employee only managing the its own information and monitor release salary record

Admin managing all these four herachy level:

1. Manage employee's info and status
2. Manage employees's job and department
3. Manage range of services and bonous amount
4. Moniter and release salary record



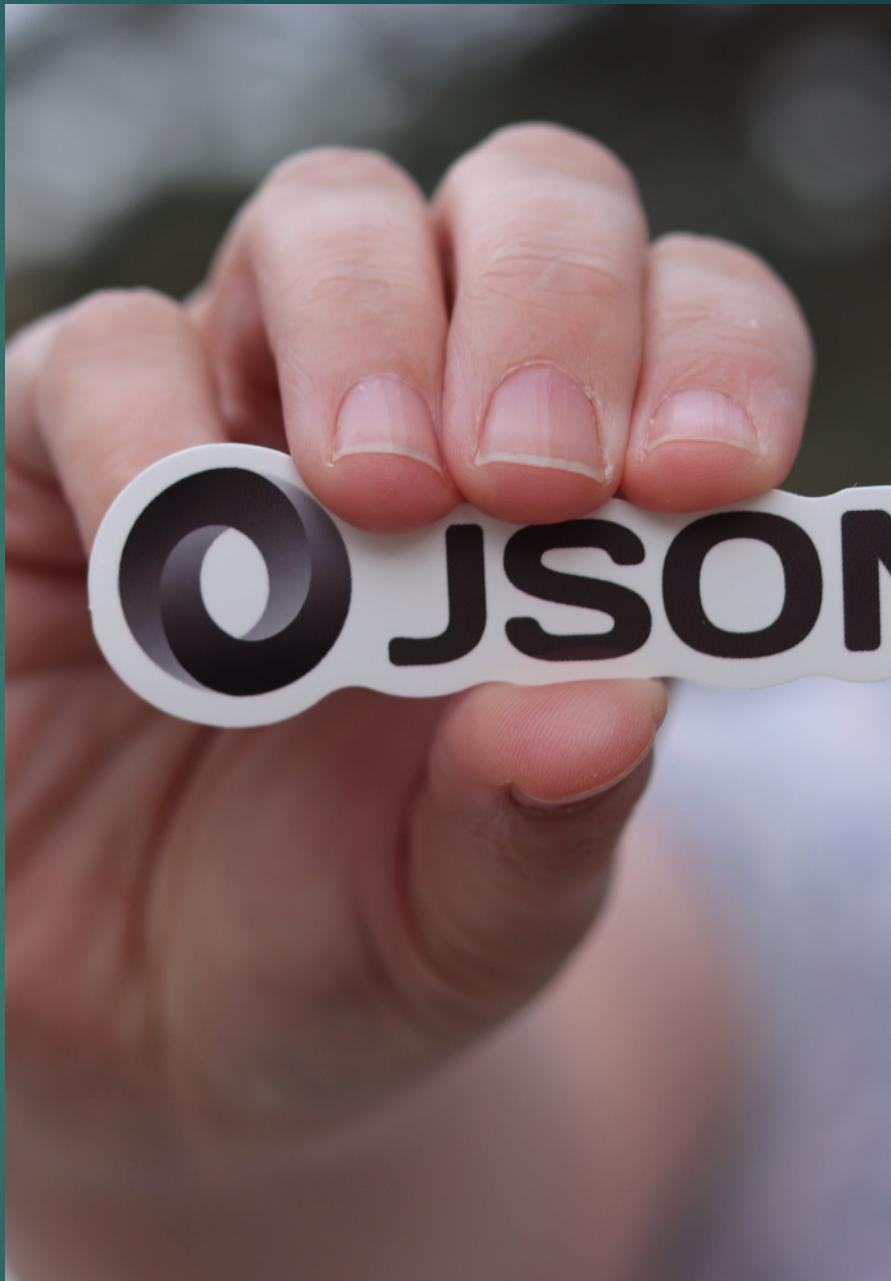


# Employee Management

FOR MANAGING THE EMPLOYEE DATA

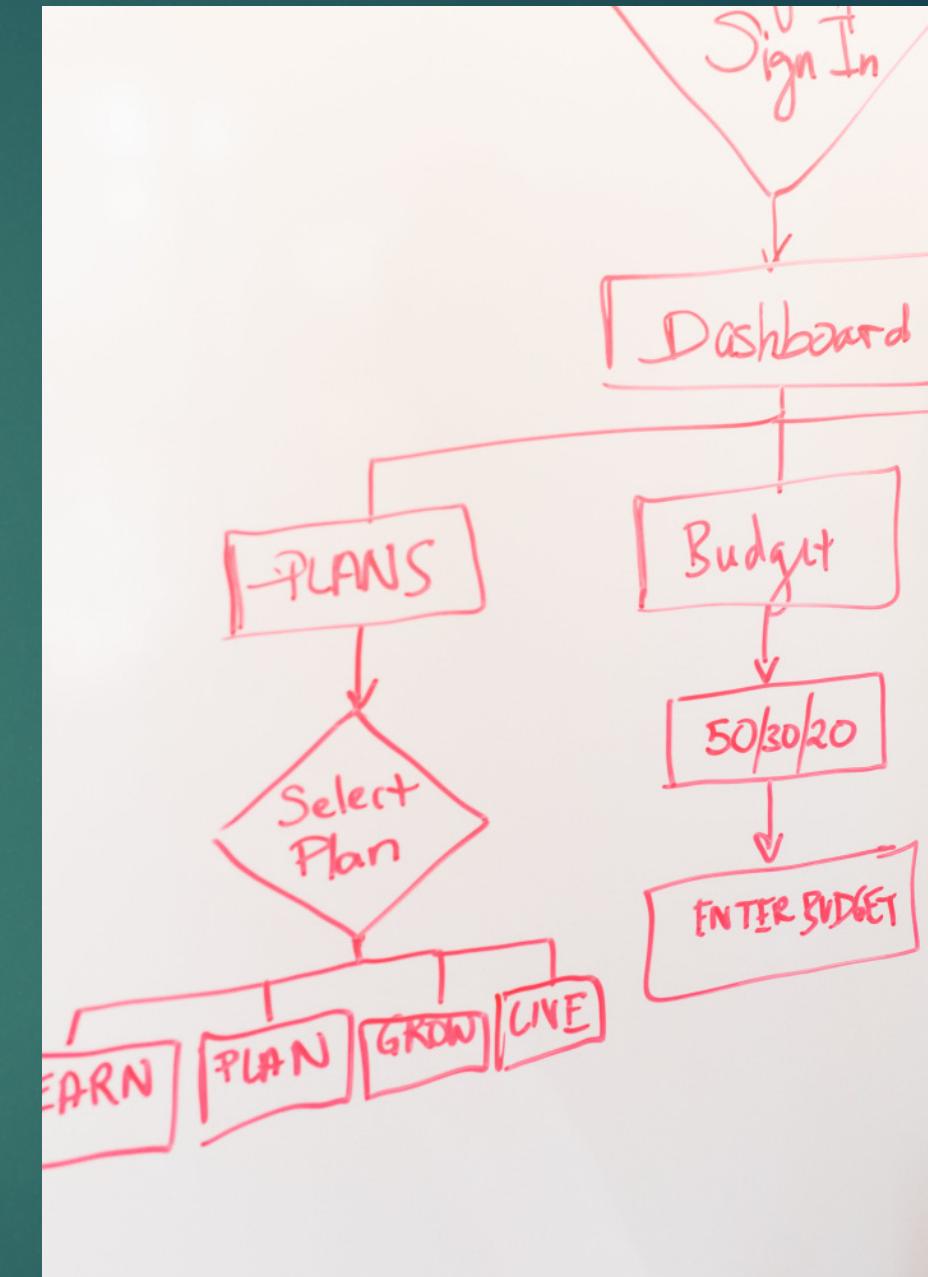
# Understanding Class Object Diagram

- Explanation of Class and Object
- Use of Class Object Diagram in Employee Management
- Creating Class Instances
- Defining Class Relationships
- 



# Importance of Flowchart in Employee Management

- Role of Flowchart in Understanding Workflows
- Types of Flowcharts in Employee Management
- Streamlining Processes
- Enhancing Communication
- 



# Employee Roles and Relationships

- Analysis of Employee Roles
- Defining Interactions among Employees
- Hierarchy and Reporting Structures
- Identifying Dependencies
- 



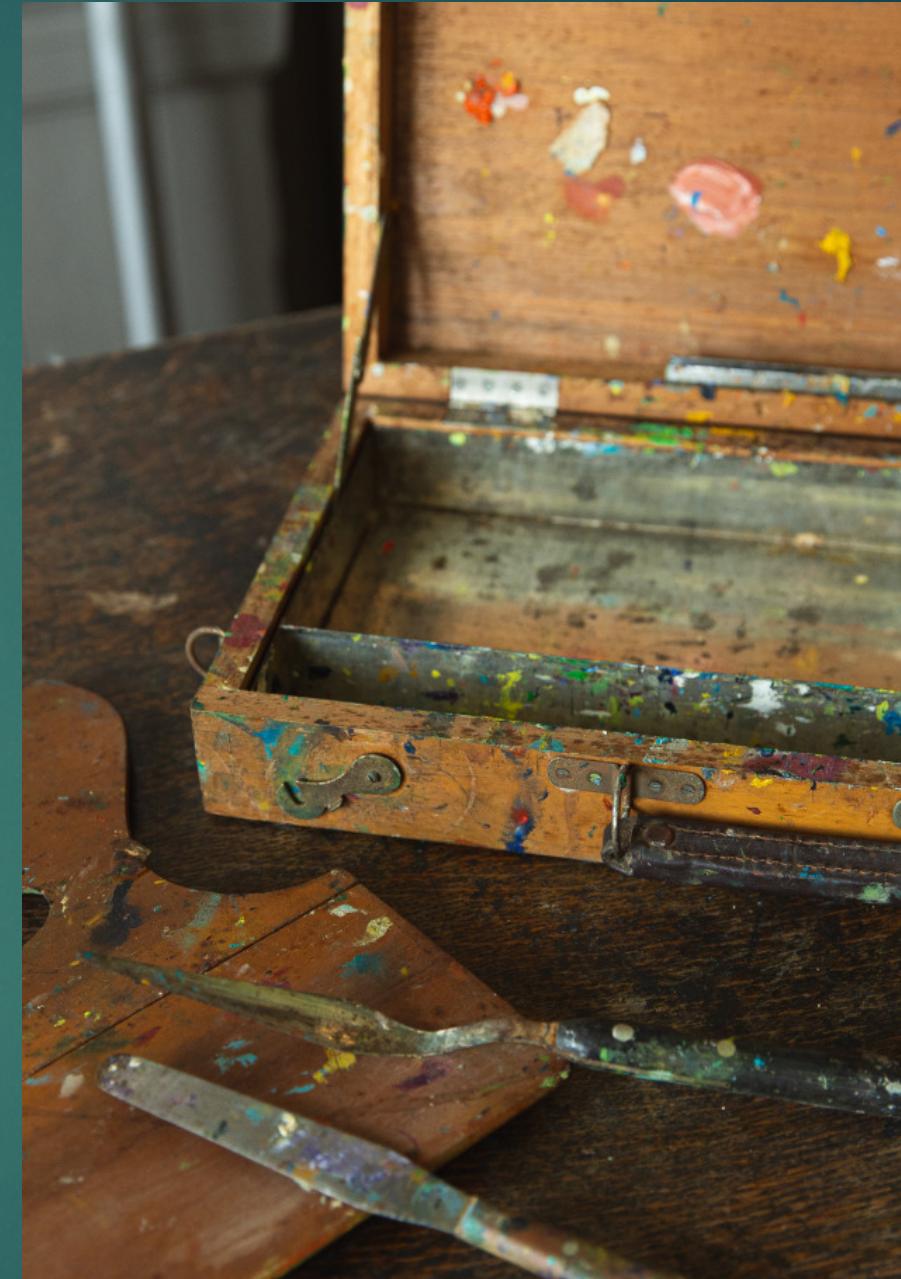
# Implementing Class Object Diagrams

- Mapping Class Object Diagrams to Code
- Tools for Implementation
- Best Practices in Diagram Implementation
- Testing and Debugging
- Photo by Ono Kosuki  
<https://www.pexels.com/@ono-kosuki>



# Use Case Scenarios

- Small Business HR Solutions
- HR System in Large Corporations
- Employee Self-Service Applications
- Role of HR in Employee Onboarding



# Security and Data Privacy

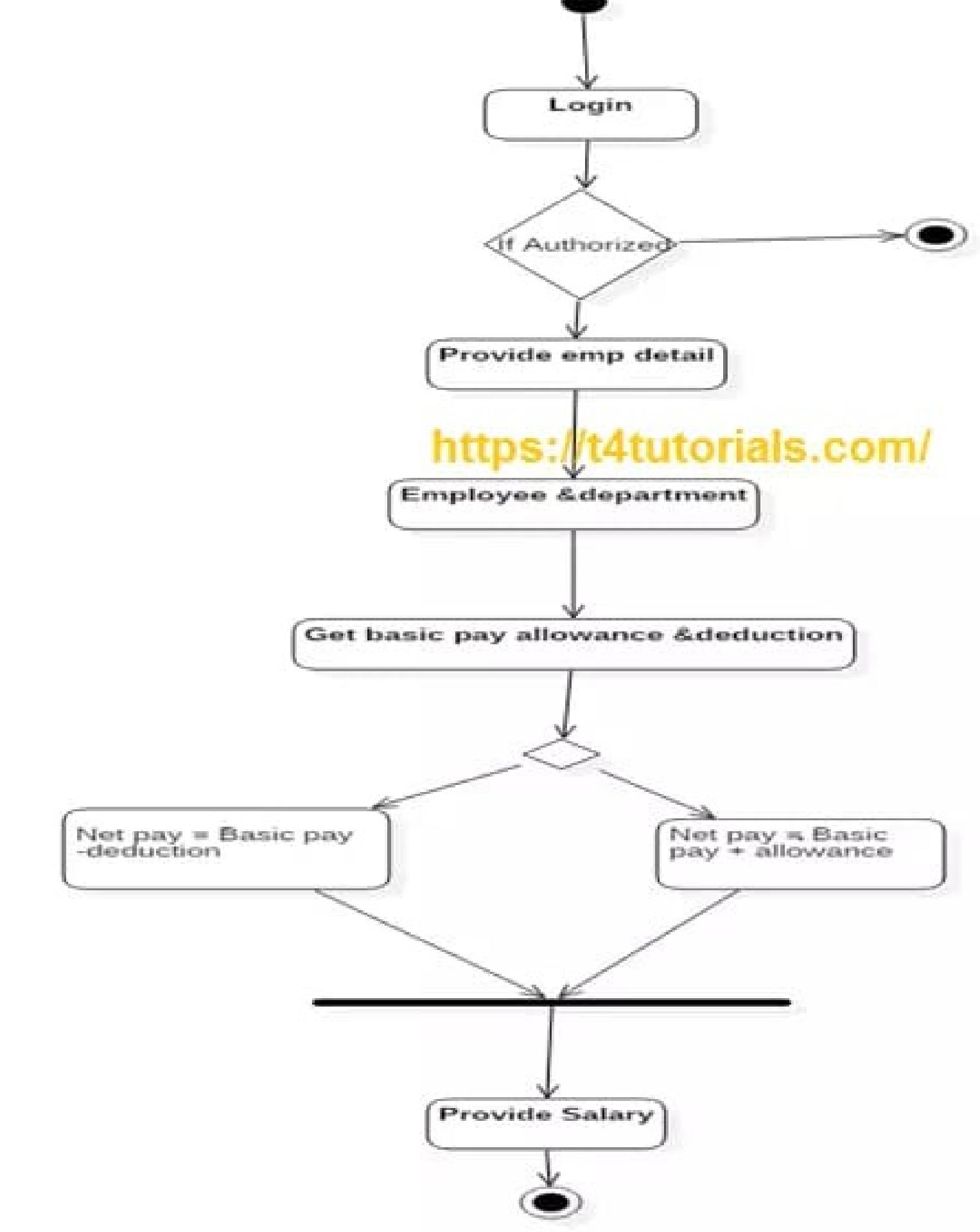
- Compliance with Privacy Regulations
- Data Encryption Practices
- Access Control and User Permission
- Securing employee data



```
53 .
53 ..
15 bin -> usr/bin
:31 boot
:50 dev
9:32 etc
5:52 home
2015 lib -> usr/lib
2015 lib64 -> usr/lib
10:01 lost+found
22:45 mnt
2015 opt
15:52 private -> /home
0 08:15 proc
9 15:37 root
P 15:56 run
Sep 2015 sbin -> usr/bin
Sep 2015 srv
Sep 15:51 sys
Sep 15:45 tmp
Aug 15:39 usr
Jul 10:25 var
Sep 15:52
```

# Class object diagram for employee management system

An class diagram is a visual representation of class object in a model system categorized by class type



# Input-Output for the Employee Management System



# Current Employee Management Systems

- Time-Consuming Processes
- Manual Data Entry
- Limited Insights
- Error-Prone



# Input-Output Integration

- Automated Data Input
- Real-Time Tracking
- Streamlined Processes
- Data Accuracy



```
#include<bits/stdc>
using namespace std;
struct employee
{
    string name;
    long int code;
    string designation;
    int exp;
    int age;
};

int num;
void showMenu();
employee emp[max], tempemp[max], sortemp[max],sortempl[max];
//function to built given data
void build()
{
    cout<<"build the table"<<endl;
    cout<<"Maximum entries can be"<<max<<endl;
    cout<<"enter the number of entries required"<<endl;
    cin>>num;
    if(num>20){
        cout<<"maximum number of entries is 20"<<endl;
        num=20;
```

```
}
```

```
cout<<"enter the following data "<<endl;
```

```
for(int i=0;i<num;i++)
```

```
{
```

```
cout<<"name"<<endl;
```

```
cin>>emp[i].name;
```

```
cout<<"employee ID"<<endl;
```

```
cin>>emp[i].code;
```

```
cout<<"designation"<<endl;
```

```
cin>>emp[i].exp;
```

```
cout<<"age"<<endl;
```

```
cin>>emp[i].age;
```

```
}
```

```
showMenu();
```

```
id insert()
```

```
if(num<max)
```

```
{
```

```
int i=num;
```

```
num++;
```

```
cout<<"Enter the information of the employee""<<endl;
```

```
cout<<"name"<<endl;
```

```
cin>>emp[i].exp;
```

```
Cout<<"employee ID"<<endl;  
cin>>emp[i].code;  
  
cout<<"designation"<<endl;  
cin>>emp[i].designation;  
  
cout<<"age'"<<endl;  
cin>>emp[i].age;  
}  
  
else<<"Employee table full"<<endl;}
```

```
}
```

# Thank you

.”

- Great things are not done by one person.  
They're done by a team of people.

