#### Issue

I stepped into the first issue when trying to compile the EmployeeContract.sol file. I found out

I checked the contract and found out that it is not necessary to check is the employee since we are not getting just one individual employee but a list. And another one is that we already know who is the sender through msg.sender.

### Improvement

```
modifier isAdmin() {
    require(uint256(contracts[msg.sender].position) <= 3, "You are not
    administrators");
    _;
}</pre>
```

Since we know uint casting will allow positive numbers, we can simply just compare whether the position is less than or equal to the third index which is MKT position.

```
modifier onlyFN() {
    require(contracts[msg.sender].position == Position.FINC, "You are not
    authorize");
    _;
}
```

Since we are dealing with some of the finance authorization, I added onlyFN which is refer to only finance position can do.

```
modifier noReentrant() {
    require(!locked, "No re-entrancy");
    locked = true;
    _;
    locked = false;
}
```

This modifier helps to prevent parallel execution of function.

```
modifier sufficientBalance() {
    require(getGrandTotal() <= balance, "You do not have sufficient balance
for all employees");
    _;
}</pre>
```

Before sending the payroll to all the employees, I made sure to check whether the balance is enough first or not yet.

```
event SentbalanceFail(
   address _receiverAddress,
   uint _balance,
   uint _timestamp
);
event DeliverPayroll(
   bool _complete,
   uint totalAmount,
   uint _timestamp
);
event Withdrawbalance(
   address _receiverAddress,
   uint _balance,
   uint _timestamp);
```

These are the addition events that logging so that we can see more changes or alert when things fail.

```
function addNewEmployee(
   address _employee,
  string memory _name,
  uint _salary,
  uint _position
)
  public
  isEmployee(msg.sender)
  onlyHR
  validPosition(uint256( position))
{
  contracts[_employee] = Employee(
     _name,
      salary,
     default_approvals_restart,
     Position(_position));
  employees.push(_employee);
  _approveEmployeePosition(
     _employee,
     contracts[msg.sender].position);
}
```

The improvement at this function was by eliminating one of the isEmployee(\_employee) because \_employee is not yet the employee, it doesn't make sense to addNewEmployee that is already employee.

```
}
return totalSalary;

}

function sendSalary(address payable _to, uint _salary) public payable {
    bool sentStatus = _to.send(_salary);
    if (!sentStatus) {
        emit SentbalanceFail(_to, _salary, block.timestamp);
    }

}

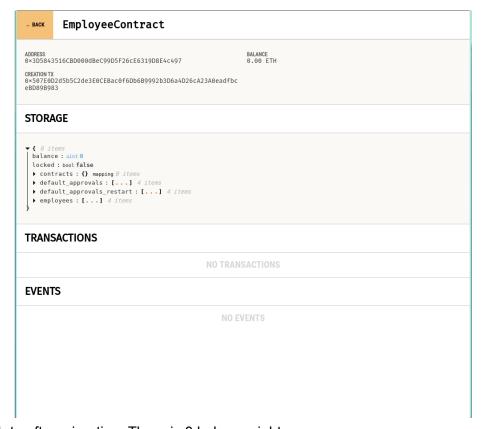
function sendPayroll() public payable isEmployee(msg.sender) onlyFN

sufficientBalance noReentrant {
    for (uint i = 0; i < employees.length; i++) {
        address payable acc = address(uint160(employees[i]));
        sendSalary(acc, contracts[employees[i]].salary);
        balance -= contracts[employees[i]].salary;
    }
    emit DeliverPayroll(true, getGrandTotal(), block.timestamp);
}
</pre>
```

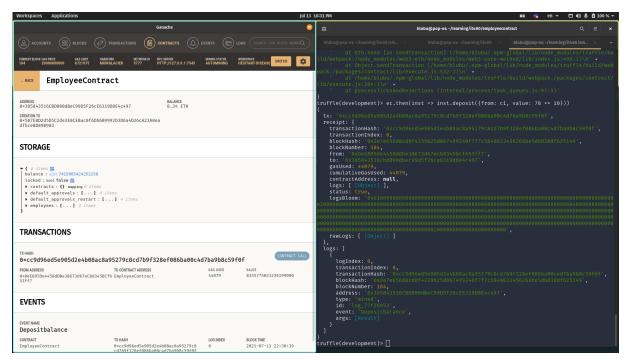
- Deposit function is added that is counted as be the place where the company generate the revenue, so this is where other address transfering the balance to the contract.
- Get Grand Total is another function to get all the employees's income, which we did through the iteration of for loop.
- Send payroll function is just sto iterate through the employee address and converting those address to payable one in which we can use to run the sendSalary.

# Output

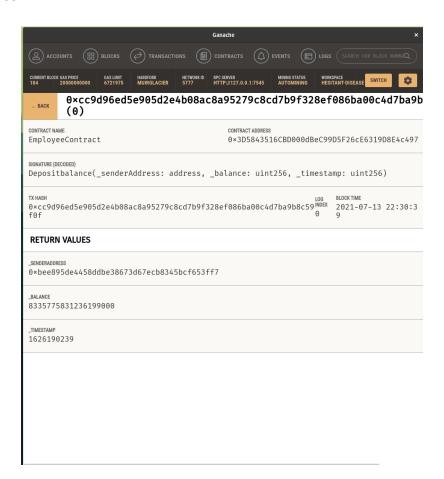
## **Testing Deposit function**



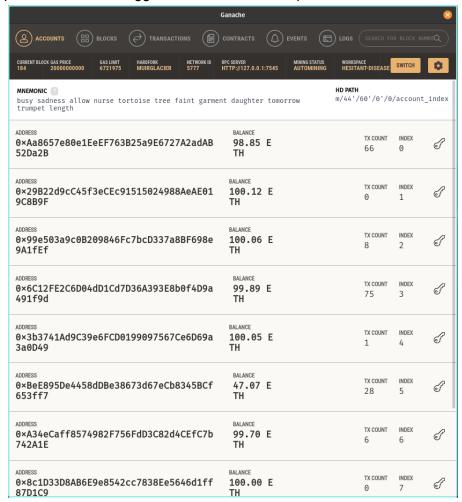
Contract state after migration. There is 0 balance right now.



Contract state after using deposit function. Notice c1 refer to customer 1, in which is another account address.



This is an deposit event that is trigger when we call the deposit.



The accounts addresses are arrange by:

Address[0] refers to contract deployer

Address[1] refers to CEO

Address[2] refers to HR

Address[3] refer to FINC

Address[4] refer to MKT

Address[5] refers to customer 1

Address[6] refers to customer 2

We declare some short variables under the truffle console,

C1 refers to customer 1

C2 refers to customer 2

hr refers to HR

fn refers to FINC

### Testing get total salary function

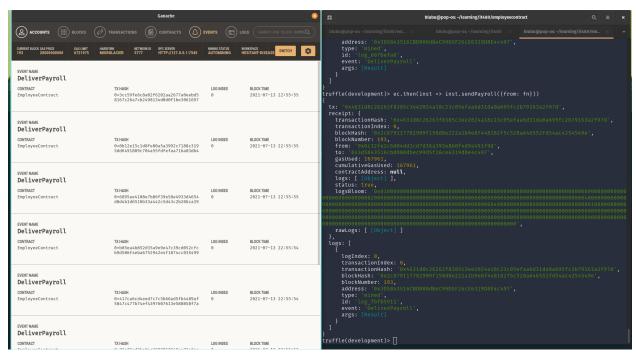
```
var EmployeeContract = artifacts.require('./EmployeeContract.sol');
module.exports = function(deployer) {
  deployer.deploy(EmployeeContract, [
      "0x29B22d9cC45f3eCEc91515024988AeAE019C8B9F",
      "0x99e503a9c0B209846Fc7bcD337a8BF698e9A1fEf",
      "0x6C12FE2C6D04dD1Cd7D36A393E8b0f4D9a491f9d",
      "0x3b3741Ad9C39e6FCD0199097567Ce6D69a3a0D49"
      ],[
      "Bro Set",
      "Nao",
      "Seren",
      "Sumi"
      ],[
     5192389813200000,
     3123123811200000,
      2981923192900000,
     1991293999900000
      ]);
```

This is our migration files, the last array refers to the salary list for each position.

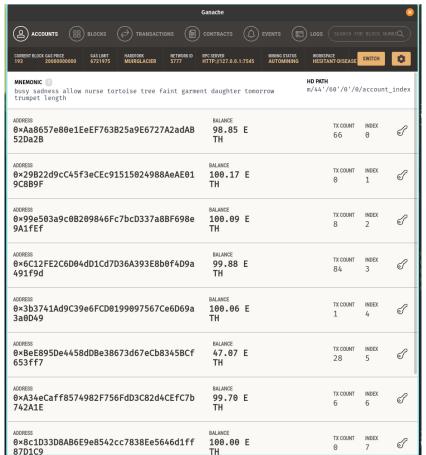
```
truffle(development)> ec.then(inst => inst.getGrandTotal({from: fn}))
BN {
   negative: 0,
   words: [ 65011584, 63799791, 2, <1 empty item> ],
   length: 3,
   red: null
}
truffle(development)> [
```

So we run get total function with finance account, this is the result that we got.

### Testing Sending payroll



After running sending payroll for multiple times, we see the event is log appropriately.



Notice the account's balance also change (look at the second account until the fifth one)

### Testing whether HR can run sendingPayroll or not

```
truffle(development)> ec.then(inst => inst.sendPayroll({from: hr}))
Uncaught:
Error: Returned error: VM Exception while processing transaction: revert You are not authorize
 -- Reason given: You are not authorize.
    at evalmachine.<anonymous>:0:22
    at runMicrotasks (<anonymous>)
  data: {
      error: 'revert
      program_counter: 1863,
      reason: 'You are not authorize'
    stack: 'RuntimeError: VM Exception while processing transaction: revert You are not author
    name: 'RuntimeError'
  reason: 'You are not authorize', hijackedStack: 'Error: Returned error: VM Exception while processing transaction: revert You
```

As expected that only FN can run.