System Design Project: Employee Management System

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• Employee Management System, Dustin Martin

Problem Statement

Managing employees can be a hassle and a bit overwhelming. The Employee Management System, also known as the EMS is designed to help organize and manage employees in an intuitive, easy to use system.

Objectives of the System

The EMS will provide organization to employee data. Fields such as Name, Address, Department, and Pay are all examples of the type of data that will be stored and organized for the user. The user will also have the ability to edit and change the Job Title, among other fields, of the employee if they want, all in a convenient easy to use system.

• System Requirements

Windows PC running Windows 11 or a Mac running at least MacOS 14 Sonoma. A webserver and a server capable of running MariaDB or PostgreSQL.

• Typical Customers

Managers
Supervisors
Human Resources

Directors

- Project Planning and Development Approach
 - 1. Software (Front-end: HTML, Back-end: Java, Database: MariaDB or PostgreSQL)
 - 2. Hardware (PC or Mac, servers for HTML and the database)
 - 3. Network (Gigabit WiFi or Ethernet above is recommended)
 - 4. Approach: (Customers will enter employee information in HTML, will be processed in Java, then created or fetched in MariaDB)
- Development Plan (I like your development plan so this will be closely modeled after the example)
 - Week 1-2: Framework and Structure established. Connect the system and verify it works correctly. Front-end to back-end to database.
 - Week 3-4: Build login and layout of web page.
 - Week 5-7: Implement basic add and remove employee features.
 - Week 8: Test basic feature for mid-term.
 - Week 9-11: Implement edit and lookup employee features.
 - Week 12-14: Write test case and test implemented features.
 - Week 15: Record demo for Final.

Customer Problem Statement

- Problem Statement: From an HR perspective, managing employees' data can be time consuming and frustrating if you get behind in your work. We are currently using spreadsheets in Excel to store employees' information. This can lead to errors and be a hassle and bit overwhelming tracking employee's performance goals. With Employee Management System software, we can easily track, add, edit, and define certain parameters for employees.
- Glossary of Terms: All non-technical terms are self-explanatory in the Employee Management System.

System Requirements

Functional Requirements

No.	Priority Weight	Description
REQ-1 – Employee Profiles	High	Should store employee details such as name, address, job title etc. Records should have the ability to be updated.
REQ-2 – Authentication & Authorization	High	Employees should be able to login to view and edit their personal information. HR/Managers should be able to edit employee data.

REQ-3 – Payroll Management	High	System should have the ability to track, calculate and issue paychecks.
REQ-4 - Attendance	High	Employees should be able to track attendance, request time-off days, such as sick days and vacation. Managers should be able to view requests and approve or deny.
REQ-5 - Reports	Medium	System should be able to generate reports by, employee ID, dept, etc.
REQ-6 – Performance Goal Tracking	Medium	Managers and employees should be able to set goals. Managers should be able to rate performance.

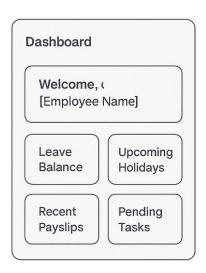
Nonfunctional Requirements

- o Functionality system does what it is supposed to do
- o Usability system is easy to use
- o Reliability system is accurate and available
- o Performance system is fast and efficient
- o Supportability system is flexible

- User Interface Requirements
 - o Login
 - Login screen
 - Forgot password button



- o Employee Dashboard
 - Could view leave balance
 - Could view payslips and pending tasks



o Profile Management

- View and update personal info
- View employment details such as job title, dept, etc.

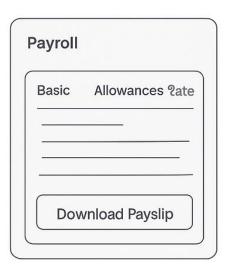


Attendance

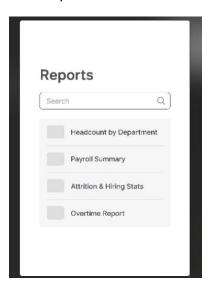
- Can track timecard
- Can request time-off such as, sick and vacation



- o Payroll Management
 - View past payroll slips
 - View current salary



- o Reports
 - View reports



o Performance Goal Tracking

- Can set goals
- View goal ratings



Plan of Work

My progress is going very slowly. I have created my MariaDB and currently in the process of linking Java to the database. I still have to link the front-end to Java. I have never done any of this before, so I have to look up every step as I go. I have not taken Web Design and Development yet. That is next semester for me. I have taken HTML a long time ago, so I think I will try to use that.

It may not be perfect, but I am trying.

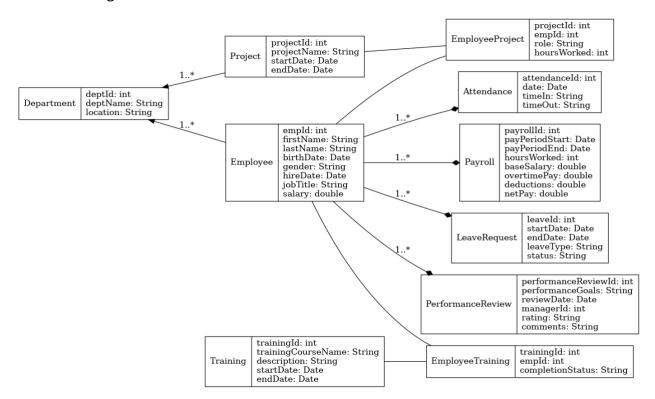
General Use Cases

- Stakeholders
 - Human Resources
 - Managers
 - Employees
- Actors and Goals
 - o Human Resources: They will be able to add, deactivate, modify employee's records, run reports., and modify employee's payroll.
 - o Managers: They will be able to modify employee's payroll, add and edit Performance goals, and run reports.
 - o Employee: They will be able to modify their own records and payroll.
 - o System: Will keep track of all employees' data and assign each employee an employee ID.
- Use Cases
 - Human Resources (total: 10)
 - Add employee: User can add employee (2)
 - Deactivate employee: User can deactivate employee (2)
 - Modify Records: User can modify employee's records (2)
 - Modify Employees Payroll: User can chang payrate (2)
 - Reports: User can run reports on employees (2)
 - Managers (total: 8)
 - Modify Employees Payroll: User can edit timecard (2)
 - Add/Update Goals: User can update Performance Goals (4)
 - Reports: User can run reports on employees (2)

- o Employee (total: 4)
 - Modify Records: User can modify own record (2)
 - Modify Employees Payroll: User can update timecard (2)
- System (total: 12)
 - Store/Track Data: System will store and track all employee's data (6)
 - Employee ID: System will generate each employee an employee ID (4)
 - Add/Update Goals: System will keep track of Performance Goals (2)
- Use Case Diagram



Class Diagram



• Sequence Diagrams

Add new employee

Actor: Human Resources

Objects: User Interface, System, Database

- 1. Human Resources adds new employee information
- 2. User Interface verifies data, and all required fields are filled and processes request
- 3. System saves employee data in Database
- 4. Database processes save and sends confirmation to System
- 5. System sends success message to UI which appears on the screen for Human Resources

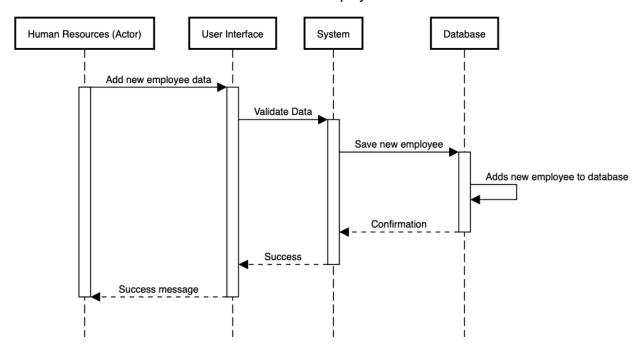
Deactivate Employee

Actor: Human Resources

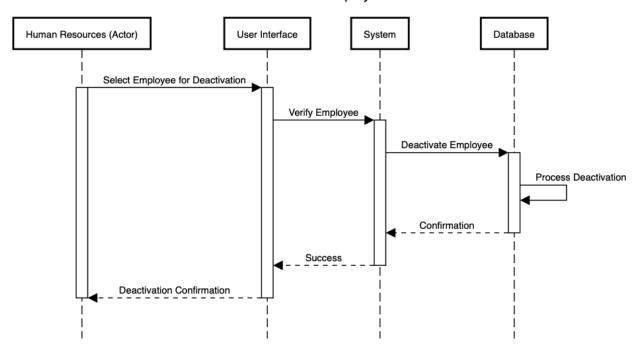
Objects: User Interface, System, Database

- 1. Human Resources selects employee to deactivate
- 2. User Interface verifies employee
- 3. System deactivates employee in Database
- 4. Database processes deactivation and sends confirmation to System
- 5. System sends confirmation message to UI which appears on the screen for Human Resources

Add new employee



Deactivate Employee



Activity Diagrams

Add new Employee

States

- o Initial State: Human Resources starts the process by adding new employee data
- o Final State: 1. User Interface displays confirmation success message. 2. Employee data is invalid, and error message is shown to Human Resources.

Actions

Human Resources adds new employee data in the UI. The UI confirms details and submits information to the System. The System process the request and checks if the data is valid or not. The Database saves the new employee data. System sends success message to UI which shows on the screen for Human Resources.

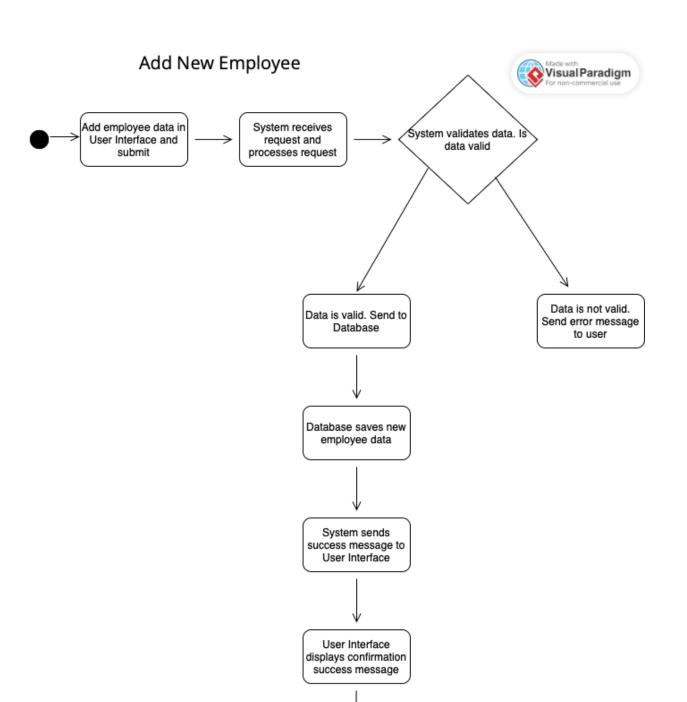
Deactivate Employee

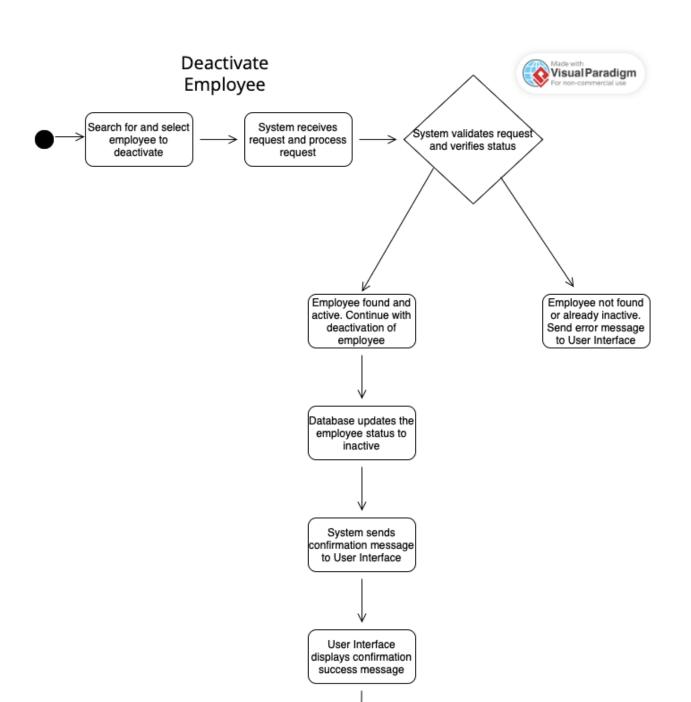
States

- o Initial State: Human Resources searches and selects employee to deactivate
- Final State: 1. User Interface displays confirmation success message. 2. Employee is not found, or already inactive and error message is sent to User Interface

Actions

Human Resources searches for and selects employee to deactivate in the UI. The System receives request and processes it. The System validates the request and checks if the employee is found/not found and active/inactive. The Database updates the employee status to inactive. System sends confirmation message to UI which shows on the screen for Human Resources.

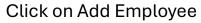




User Interface Specifications

Preliminary Design

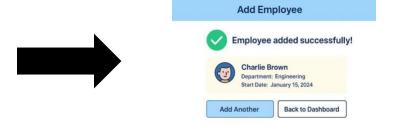




<u>Use Case: Add Employee</u>



Add new employee

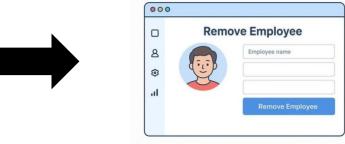


Add employee confirmation screen

Use Case: Deactivate Employee



Click on Deactivate Employee



Select employee and click Deactivate

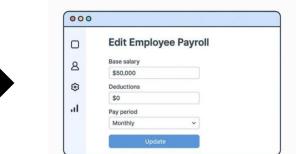
Use Case: Edit Employee Payroll



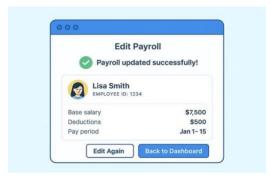
Deactivation confirmation screen



Click on Edit Payroll



Enter information and click Update



Edit Payroll Confirmation screen

Use Case: Running A Report



Click on Run a Report



Click Add Performance



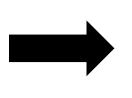


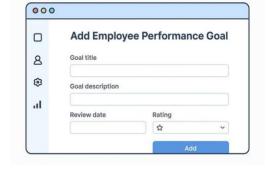


Enter criteria for report and click Generate Report

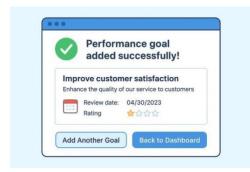
Report generated successful screen

Use Case: Add Employee Goal









Performance Goals added screen

User Effort Estimation

Usage Scenario	Navigation	Clicks	Keystrokes
Add Employee	Dashboard, add employee, confirmation screen	2	<200
Deactivate Employee	Dashboard, deactivate employee, confirmation screen	2	<20
Edit Employee Payroll	Dashboard, edit payroll, change payroll info click update, confirmation screen	2	<100
Running a Report	Dashboard, run a report, enter criteria for report click generate, report generated	2	<20
Add Employee Goals	Dashboard, Add Performance Goals, enter info click add, confirmation screen	2	<200