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| **Architecture Design** |
| Human Resource Management Project |
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| This document describes the architecture design for Human Resource Management (HRM) project. In this document, the view, including static view, physical view, and dynamic view will be shown. In addition, the data model will be described in this. |
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| **KIM TUONG** |
| **[Pick the date]** |
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**Revision History**

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| --- | --- | --- | --- |
| **Date** | **Version** | **Author** | **Description** |
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1. Documentation roadmap

# Scope

The purpose of this document is present the HRM system architecture under three perspectives. Three perspectives include:

* Static perspective
* Dynamic perspective
* Physical perspective

These perspectives are present base on the architectural drivers which have been identified in Architecture Design Document (ADD) document.

Besides, this document is present about quality attribute for HRM system. Two main quality attribute are:

* **Performance**: The response time of HRM system for each user interaction will be improved and the resource for each interaction will be reduced.
* **Security**: The HRM system will run safety. It cannot be accessed by unauthorized users, support detect the attacks and recover from the attack.
* **Usability:** The HRM system provide adequate user document including help, user manual and tutorials for user guidance.
* **Scalability:** The current system is just for about 10 users but it requires the system can expand more to 30- 40 users at a time.
* **Modifiability:** The HRM system supports the developers or maintainer can easy add new function or modify the current function whenever the business rules are change. The first release of HRM system just focuses on “Personal Information Management”. However, there will be more modules, which will be added to system in next release.
* **Availability**: The HRM will have periodically backup of database to ensure that whenever the database server is crashed, the data will not be lost.

# 1.2 Document organization:

This document includes three important parts:

**Part 1:** How to read this document

**Part 2:** System overview- The summarize of architectural drivers (High level requirement, quality attribute and constraint)

**Part 3:** View

*Physical* – How software and hardware interact with each other.

*Static* – The module of HRM system.

*Dynamic* – The interaction between HRM components.

The structure for presenting the view

**Session 1**: Primary presentation- The figure to present the view

**Session 2**: Element catalog – The table for describing the element which present in figure

**Session 3**: Element behavior- The flow of each component (This part is just for Dynamic perspective)

**Session 4:** Architecture background- Includes design decision and reasons for designing

1. System overview:

# 2.1 Project Overview

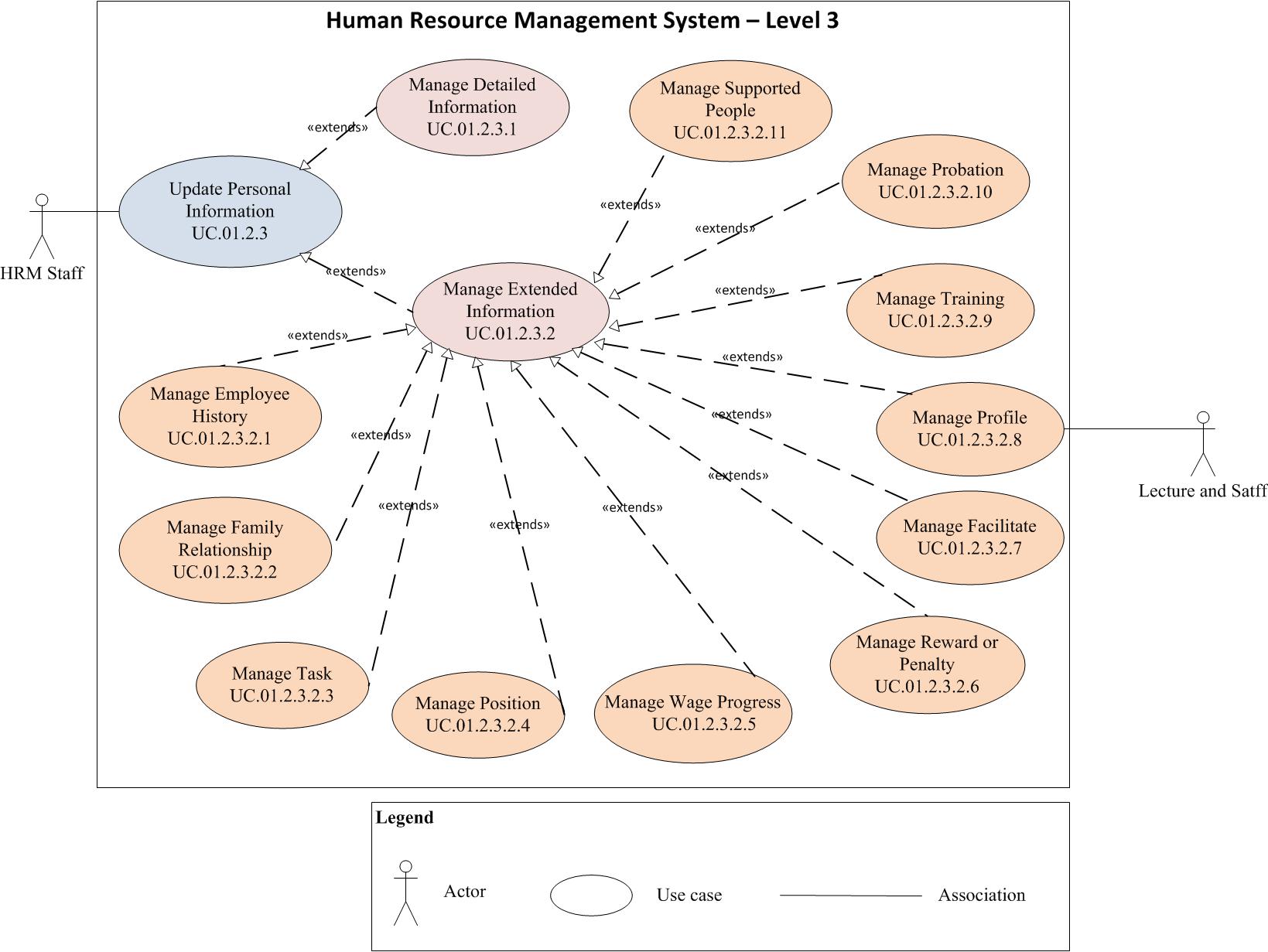
HRM is particularly developed for human resource management in university / colleges. The system consists of key modules:

* Personal information management
* Employee labor contract management
* Recruitment & training processing
* Payroll
* Administration panel - Utilities

# 2.2 Functional Requirement

Based on business rules and requirement, the list of functions in HRM system is listed in the following table. Based on the actor, we divided the function into 3 groups:

* Functions that related to administrator
* Functions that related to HRM Staff
* Functions that related to Lecture



*Figure 1: Use case of HRM project*

# 2.3 Quality Attribute Requirements

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **System quality attributes** | | | **Priority** | **Concern** |  |
| **ID** | **Quality attributes** | **Description** | **Relation** |
| QA.01 | **PERFORMANCE** | -The time for staring the HRM system is fast.  -The response time of HRM system for each user interaction will be improved and the resource for each interaction will be reduced. |  | Response time |  |
| QA.02 | **SECURITY** | -The HRM system will run safety. It cannot be accessed by unauthorized users, support detect the attacks and recover from the attack.  -The data of human resources in Van Lang University will be protected from attacker. |  | Assign authority |  |
| QA.03 | **USABILITY** | -The HRM system have the consistent screens and easy to uses. It does not take time for training.  -The HRM system provide adequate user document including help, user manual and tutorials for user guidance |  | -Easy to use  -Show content |  |
| QA.04 | **SCALABILITY** | -The current system is just for about 10 users but it requires the system can expand more to 30- 40 users at a time. |  |  |  |
| QA.05 | **MODIFIABILITY** | -The HRM system supports the developers or maintainer can easy add new function or modify the current function whenever the business rules are change. The first release of HRM system just focuses on “Personal Information Management”. However, there will be more modules, which will be added to system in next release. |  | Add/remove/modify functions |  |
| QA.06 | **AVAILABILITY** | -The HRM will have periodically backup of database to ensure that whenever the database server is crashed, the data will not be lost. |  | Recover and repair the faults |  |

1. System overview:

# 3.1 Technical Constraints

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| --- | --- | --- |
| **ID** | **Constraint name** | **Constraint description** |
| C.01 | Programming language | C# |
| C.02 | Development framework | .Net 4.0, WCF, Silverlight, Entity framework |
| C.03 | Database | MS SQL Server |
| C.04 | Network | ADSL/Mega WAN |

# 3.2 Business Constraints

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| --- | --- | --- |
| **ID** | **Constraint name** | **Constraint description** |
| C.05 | Time limitation | The end of the project is in April 31st,2012 |

1. System Context:

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| --- | --- |
| **Actor** | **Description** |
| Educated Department |  |
| Administrator |  |
| Salary Group |  |
| Department |  |
| HR Group |  |
| Account Department |  |



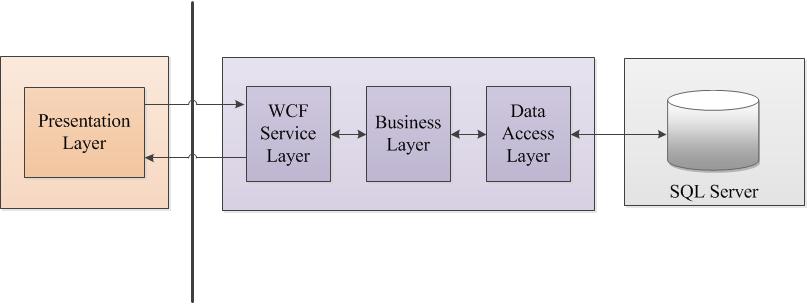
*Figure 2: System Context of HRM project*

1. View:

# 5.1 Static Perspective

# 5.1.1 Decompose in first level of HRM system

# 5.1.1.1 Primary Presentation



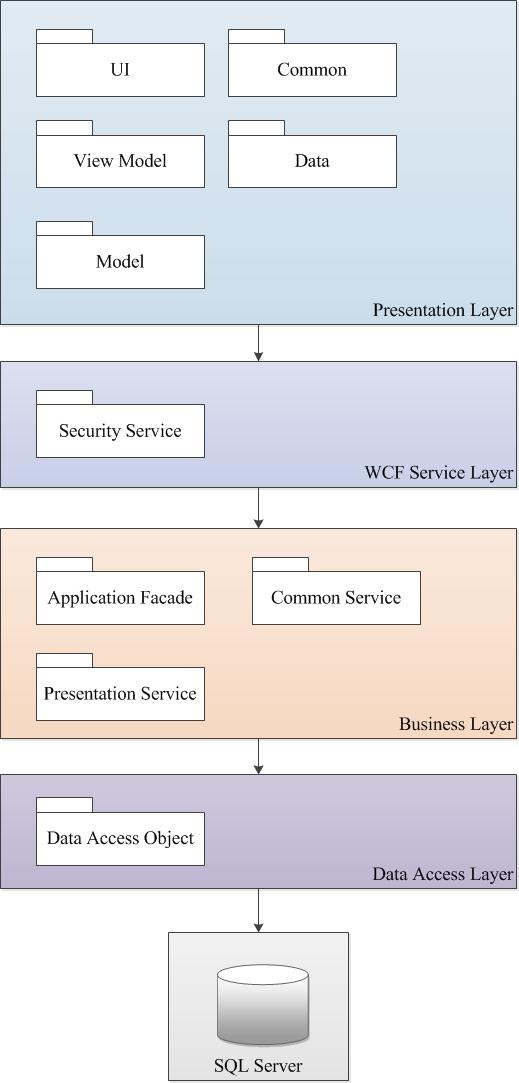
*Figure 3: First Decomposition of HRM system*

# 5.1.1.2 Element Catalog:

|  |  |  |
| --- | --- | --- |
| **Element** | **Type** | **Description** |
| **Presentation Layer** | Layer | This layer will contain the modules that related the interface (Silverlight). These will support for developing web component. In addition, this layer also contains MVVM (Model-View-ViewModel) object, data, and common. |
| **WCF Service Layer** | Layer | This layer will contain the security service. |
| **Business Layer** | Layer | This layer will contain the modules for the business implementing, including Application Façade, Common service, and Business Service |
| **Data access Layer** | Layer | This layer will contain the modules for connecting between Business layer and database, contains the Data Access object |
| **SQL Server** | Database | It is responsible for all object storage and database operation. |
| **Allow to use** | Relationship | Upper layers can use lower layers and reversly, lower layers can use layers above. |

# 5.1.2 Decompose in second level of HRM system

# 5.1.2.1 Primary Presentation



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| **Element** | **Type** | **Description** |
| **UI** | Module | This module represents the user interface of the application for HRM staff. |
| **Common** | Module |  |
| **Data** | Module |  |
| **View Model** | Module | This module reference the objects that are necessary for UI from presentation logic and data |
| **Model** | Module | This module packages the business logic and data. It is responsible for managing the data of application and ensure the it’s consensus |
| **Security Service** | Module |  |
| **Application Façade** | Module |  |
| **Presentation Service** | Module |  |
| **Common Service** | Module |  |
| **Data Access object** | Module | Allow for connecting between Service layer and database. |