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| **DETAIL DESIGN DOCUMENT** |
| DD\_RewardManagement |
| Version 1.0, issued date 3/24/2012 |
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1. **File list**

[*Reference to Rewardmanagement in File List*](../../HRM_File%20List.xlsx)

1. **Function list**

|  |  |
| --- | --- |
| ***ListRewardManagementView*** |  |
| **Function** | **Description** |
| OnCellDoubleClick() | Show GUI choosen by user |

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| --- | --- |
| ***EditRewardManagementView*** |  |
| **Function** | **Description** |
| View\_CloseWindow() | Close GUI choosen by user |

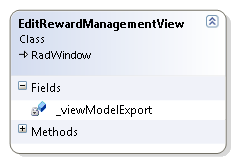
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| --- | --- |
| ***ListRewardManagementViewModel*** |  |
| **Function** | **Description** |
| GetListRewardManagementComplete(int employeeKey) | Get list of available data of Rewardmanagement to List View |
| GetRewardManagementtByKeyComplete (int id, string keyName) | Check RewardManakey inserted with available RewardManakey in database. |
| DeleteRewardManagementComplete(HInt RewardManaKey) | Delete list data of Rewardmanagement from database |
| Reload() | Get available data of Rewardmanagement from database |
| LoadInitComplete() | Display data from Reload() to List View |

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| ***EditRewardManagementViewModel*** |  |
| **Function** | **Description** |
| SaveRewardManagementComplete(Int RewardManaKey) | Store data of RewardManagement to database |
| GetRewardManagementComplete(int id) | Get list of available data of Rewardmanagement to Edit View |
| GetRewardManagementByKeyComplete(int id, string keyName) | Check RewardManakey inserted with available RewardManakey in database. |
| CheckInputData() | Check if user input wrong data or lack |
| Readload() | Get available data of Rewardmanagement from database |
| LoadInitComplete() | Display data from Reload() to List View |

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| --- | --- |
| ***ExpandInformationModel*** |  |
| **Function** | **Description** |
| GetListRewardManagementAsync(int employeeKey) | Get list of available data of Rewardmanagement from database to ViewlModel |
| GetRewardManagementAsync(int id) | Get data of Rewardmanagement from database. |
| SaveRewardManagementAsync(Int RewardManaKey) | Insert data of Rewardmanagement to database. |
| DeleteRewardManagementAsync(Int RewardManaKey) | Remove data of Rewardmanagement to database. |

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| --- | --- |
| ***HRMService*** |  |
| **Function** | **Description** |
| GetHRM\_RewardManagement(int RewardManaKey) | SQL statement is generated from ViewModel player and dispatch to this layer to execute Select transaction. |
| InsertHRM\_RewardManagement(int RewardManaKey) | SQL statement is generated from ViewModel player and dispatch to this layer to execute Insert transaction. |
| UpdateHRM\_RewardManagement(int RewardManaKey) | SQL statement is generated from ViewModel player and dispatch to this layer to execute Update transaction. |
| DeleteHRM\_RewardManagement(int RewardManaKey) | SQL statement is generated from ViewModel player and dispatch to this layer to execute Delete transaction. |

1. **Detail Design**
   1. Client Class Diagram



* 1. Business Class Diagram



* 1. Entity Diagram

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| --- | --- |
| C:\Users\DangNguyen\Desktop\HRM Image\HRM_employee.jpg | C:\Users\DangNguyen\Desktop\HRM Image\HRM_Reward.jpg |

* 1. Sequence Diagram
     1. List Reward Management Diagram



* + 1. Edit Reward Management Diagram

