

How To Run The Application.

Requirements.

1. Java 8.

Please install Java 8 and configure it to be available in system path variable.

Refer below tutorial for more information.

https://www3.ntu.edu.sg/home/ehchua/programming/howto/JDK_Howto.html

2. Eclipse.

Please install eclipse as the IDE or can choose a one depending on preference.

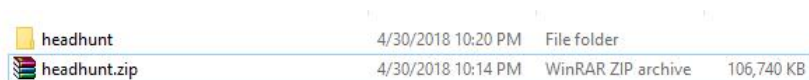
Get the latest release from below location.

<http://www.eclipse.org/downloads/>

Steps.

1. Get the attached **headhunt.zip** file in the email.

Please download and extract the source files from the zip file to local disk folder.



headhunt	4/30/2018 10:20 PM	File folder	
headhunt.zip	4/30/2018 10:14 PM	WinRAR ZIP archive	106,740 KB

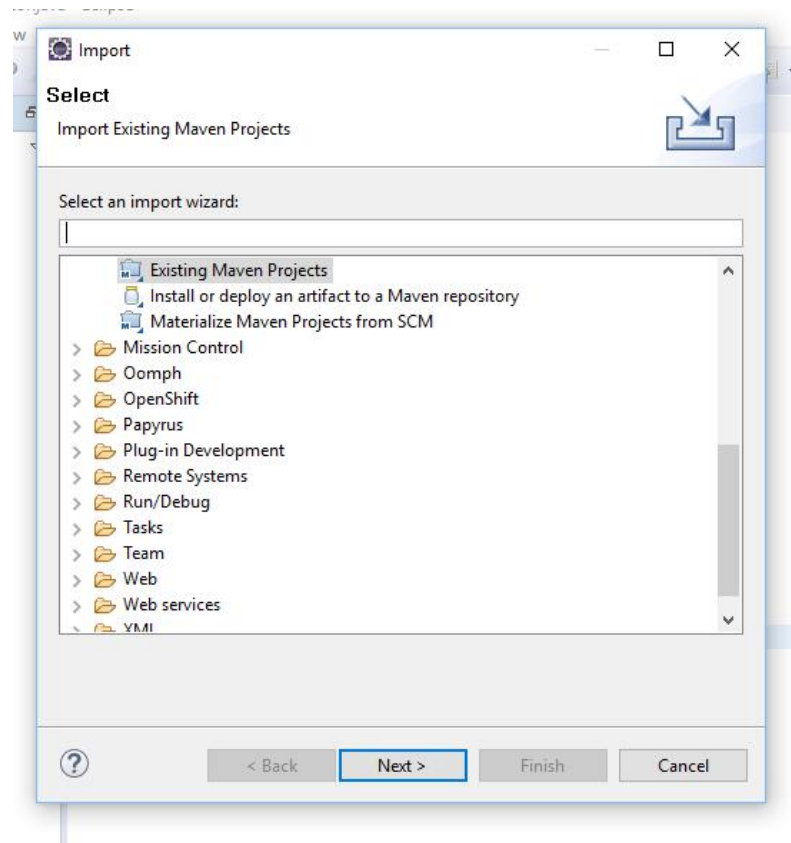
2. Import the project to eclipse as a existing Maven project.

Project is build using maven. You can import the project to eclipse without installing maven to your local machine since eclipse have inbuilt maven support.

Start eclipse >>>>>>> Go to

File >> Import >> Existing Maven Project >>> Browse and Select Source Folder.

Follow onscreen instructions.



3. Update Maven Dependencies.

Once the application is loaded in to eclipse Right Click on Project folder and choose.

Maven >>> Update Project.

This will update the dependencies.

4. Run Application.

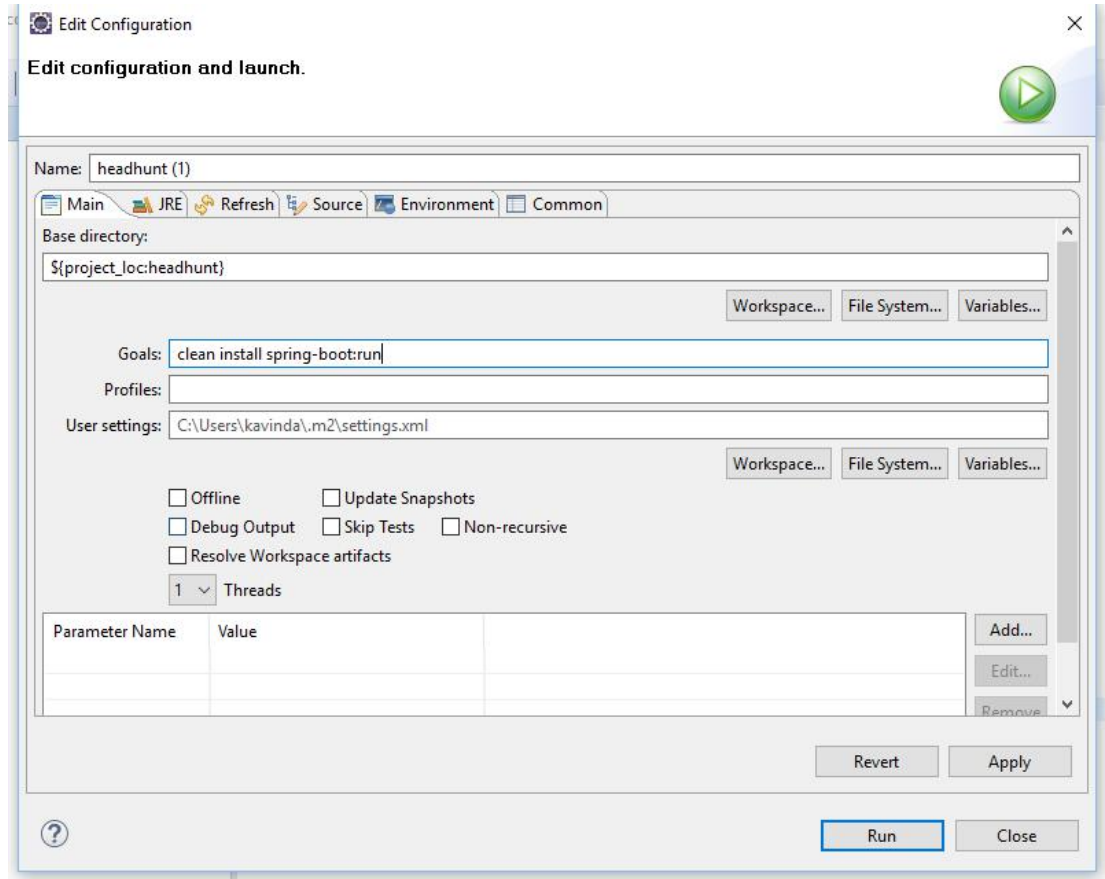
You can either run use native maven or you can use the eclipse to execute maven commands.

Right click on project folder and choose **Run As >>> Maven Build**

In pop-up window add the following tasks as the goal

clean install spring-boot:run

Refer the attached screen below.



5. Evaluation.

After application is loaded it will be available at <http://localhost:8080/>

Home (root) will be look like below.

Home		
Registered Agents (Head-hunter)		
Name	Address	Telephone
kavinda kosala	aaaaaaaaaa	11111111111
kosala bandara	bbbbbbbbbb	22222222222
bandara herath	ccccccccc	333333333
Herath thusitha	ddddddddd	4444444444
nawoditha abcd	eeeeeeeeeee	555555555
lasanda herath	fffffffff	6666666666
oshadha ijk	ggggggggggg	77777777
umer oshadha	hhhhhhhhhhhh	888888888888888
bhanuka owitage	iiiiiiiiii	99999999
hasitha kapus	jjjjjjjjj	1211212121

Once you clicked on a [linked Name](#) it will direct to next page displaying the workers recruited by that particular head hunter (agent) with in one month period to date.

[Home](#)

Agent Information

Name	umer oshadha
Address	hhhhhhhhhhhhhhhh
Telephone	8888888888888888

Calculate Fee

Workers Recruited

Name	Address	Telephone	Speciality
worker2 kapus2	1	13121121212121	Mason
worker3 kapus3	1	14121121212121	Mason
worker6 kapus6	1	17121121212121	Mason
worker7 kapus7	1	18121121212121	Mason
worker9 kapus9	1	110121121212121	Mason
worker22 kapus12	2	22121121212121	Mason
worker33 kapus12	2	22121121212121	Mason
worker66 kapus12	2	22121121212121	Mason
worker77 kapus12	2	22121121212121	Mason
worker99 kapus12	2	22121121212121	Mason
worker888 kapus14	3	32121121212121	Carpenter
worker8888 kapus13	4	42121121212121	Carpenter

Once You clicked on calculate Fee button the Total Fee eligible for that head hunter will be showed along with the break down displaying the details.

Refer below screens.

 Home

Agent Information

Name	umer oshadha
Address	hhhhhhhhhhhhhhhh
Telephone	8888888888888888
<div>Calculate Fee</div>	

Earnings From Masons	
Standard Fee	2000.0
Commission	200.0
Total	2200.0
Earnings From Carpenters	
Standard Fee	500.0
Commission	0.0
Total	500.0
Total Fee :	2700.0

Workers Recruited

Name	Address	Telephone	Speciality
worker2 kapus2	1	13121121212121	Mason
worker3 kapus3	1	14121121212121	Mason
worker6 kapus6	1	17121121212121	Mason
worker7 kapus7	1	18121121212121	Mason
worker9 kapus9	1	110121121212121	Mason
worker22 kapus12	2	22121121212121	Mason
worker33 kapus12	2	22121121212121	Mason
worker66 kapus12	2	22121121212121	Mason
worker77 kapus12	2	22121121212121	Mason
worker99 kapus12	2	22121121212121	Mason
worker888 kapus14	3	32121121212121	Carpenter
worker8888 kapus13	4	42121121212121	Carpenter

Note:

Required level of data has been added to the h2 database to check the functionalities.

Refer **schema.sql** and **data.sql** located in the **resource** folder of the project.

You can add addition data if necessary there itself.