### **CLOCK ON / OFF**

### Select: Employee Name

- When user selects employee name
  - o If employee has a shift or split today the "Clock on" button appears
  - o If employee has already clocked on a "clock off" button appears
  - If employee does not have a shift today a "Why are you here?" select box appears

#### Button: Clock On

- When user clicks "Clock On"
  - o The current time is recorded
  - o If the time 30 mins before rostered time "no warning"
  - o If the time is after rostered time "Why are you late?" select box appears

#### **Button: Clock Off**

- When user clicks "Clock Off"
  - The current time is recorded
  - o If the time is within 30 mins after rostered time "no warning"
  - o If the time is before rostered finish time "Why are you leaving early?" select appears
  - If the time is after 30 mins rostered finish time "Why are you here so late?" select appears

## "Why are you here?"

- Was called in by manager
  - O Display text box to enter managers name
  - o Display clock on button
    - The "status" should be pending
- Just thought I would work today
  - Display message "Please, get managers approval to start"

# "Why are you late?"

- Just running late
  - o Real\_start = closest 15 mins
  - o Status "late"
- Forgot to clock on, was here on time
  - Status "pending"
  - o Real start = timesheet start time
- Forgot to clock on, was here at xxxx
  - Real\_start = Allow to enter time
  - o Status "pending"

## "Why are you leaving early?"

- Finished / Nothing for me to do
  - o Real\_finish = closest 15 mins
  - Status "approved"
- Going home early Sick
  - Real\_finish = closest 15 mins
  - Status "pending"

# "Why are you here so late?"

- I love my work
  - o Real finish = end of shift time
  - Status "approved"
- I was asked to stay back

- o Display text box to enter managers name
- Real\_finish = closest 15 mins
- o Status "Pending"

## Table: clock

Id
Staff\_id
Clock\_on\_time (actual time clock on is clicked)
Clock\_off\_time (actual time clock off is clicked)
real\_start
real\_finish
reason
status

## **TIMESHEET APPROVAL**

Same as managers view except showing times from the clock table.

- Approved shifts are Green
- Pending shifts are Orange
- Late shifts are Red

When the shift is clicked you can edit "Clock" table fields

You can also manually add shifts to clock table