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**PROJECT REPORT**

Object-Oriented Programming Project

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FAST-NUCES

INTRODUCTION

The list of employees to whom a corporation pays salary is known as payroll. It can also be described as the entire amount of wages paid to employees by a corporation. When people talk about processing payroll, they're talking to the process of computing employee payments.

HYPOTHESIS

* It is critical to keep correct records not just for business but also for compliance.
* Manual processing is time-consuming and error-prone, and the complexity and hazards rise as your company grows and personnel are added. There is no built-in process for avoiding mistakes, staying current.
* When various areas of a developing organization employ a range of separate procedures and tools, productivity suffers and it's difficult to gain a clear picture of performance.

TOOLS AND TECHNOLOGIES

Visual studio Code

Dev-C++

CodeBlocks

GitHub

Libraries

* <iostream>
* <string>
* <fstream>
* <conio.h>
* <windows.h>
* <iomanip>
* <stdlib.h>
* <time.h>

PROGRAMMING CONCEPTS

* Encapsulation
* Abstraction
* Polymorphism
* Inheritance
* Composition
* Filing

AIM

* Standardizing on a single payroll system can reduce the amount of time spent on payroll processing and make analysis and reporting easier.
* Build payroll storage options that are accurate and compliant.
* To use technology to automate the procedure.

FEATURES

* Creates an admin account.
* Adds, deletes, and displays employee payroll record.
* Sorts the employee payroll record according to the salaries.

REFERENCES

GeekForGeeks

C++ How To Program by Paul & Harvey Deitel

GitHub

StackOverflow