7. EMPLOYEE MANAGEMENT SYSTEM

AIM

To develop a project employee management system using the Rational Rose Software from the UML diagram and to implement the software in Visual Basic.

PROJECT ANALYSIS AND PROJECT PLANNING

The employee management system is used to manage our personnel things such as maintaining databases in offices etc. this project is easy for the CEO to handle the details. This is personally used for CEO.

PROBLEM STATEMENT

The CEO must enter the name and password to login the form and select the particular employee to view the details about that employee and maintaining the employee details personally. This process of employee management system are described sequentially through following steps,

- The CEO login to the employee management system.
- He/she search for the list of employees.
- Then select the particular employee.
- Then view the details of that employee.
- After displaying the employee details then logout.

SOFT REQUIREMENT SPECIFICATION:

1. INTRODUCTION

2. OBJECTIVE

3. OVERVIEW

4. PURPOSE

The main purpose of creating the document about the software is to know about the list of requirements that is to be developed.

5. SCOPE:

It specifies the requirements to develop a processing software part that complete the set of requirements. In this specification, we define about the system requirements that are apart from the functionality of system

6. FUNCTIONALITY:

Many members of the process live to check for the occurrence and transaction, we all have to carry over at sometime.

7. USABILITY

The User interface makes the employee Management System to be efficient.

8. PERFORMANCE

It is the capability about which it can perform function for many users at the same time for the efficiency (i.e.) without any error occurrences.

9. RELIABILITY

The system should be able to the user through the day to day transactions.

10. FUNCTIONAL REQUIREMENTS

11. EXTERNAL INTERFACE REQUIREMANTS

SOFTWARE REQUIREMENTS

- **Tool to be used:** Rational rose
- **Front end:** Java
- **Back end:** MS Access

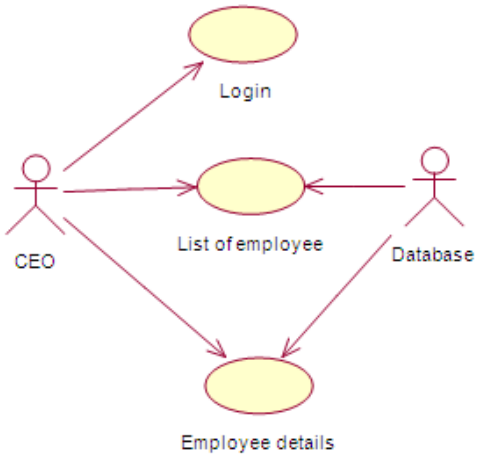
HARDWARE REQUIREMENTS

- **Processor :** pentium 4.
- **RAM : 256** mb
- **Operating syatem :** Microsoft windows xp.
- **Free disk space : 1**gb

12. UML DIAGRAMS:

USE CASE DIAGRAM

The use cases are a set of scenarios to guide together by a common user goal. A scenario is the sequence of steps describing an interaction between a user and their system.



USE CASE

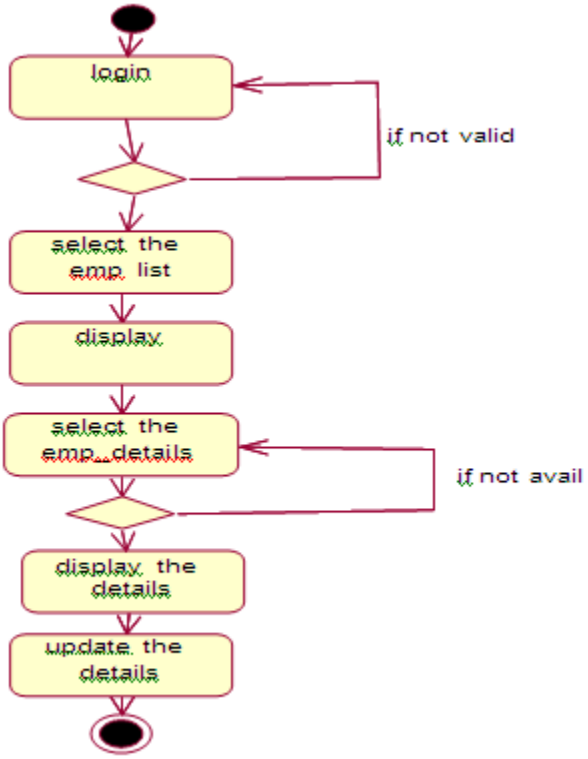
DOCUMENTATION OF DIAGRAM

The use case diagram in the employee management system illustrates the sequence of sequencing and describing an interaction between a CEO and a system.

- **Login**:
  This use case gives as entry to the CEO and the database.
- **List of employee:**
  This will create the situation for the CEO to select particular employee from the available list.
- **Employee details:**
  The CEO can able to view the details of the employee using this use case.

ACTIVITY DIAGRAM

The Activity diagram describes the sequencing of activity will support for both conditional and parallel. An activity is a variant of state diagram.

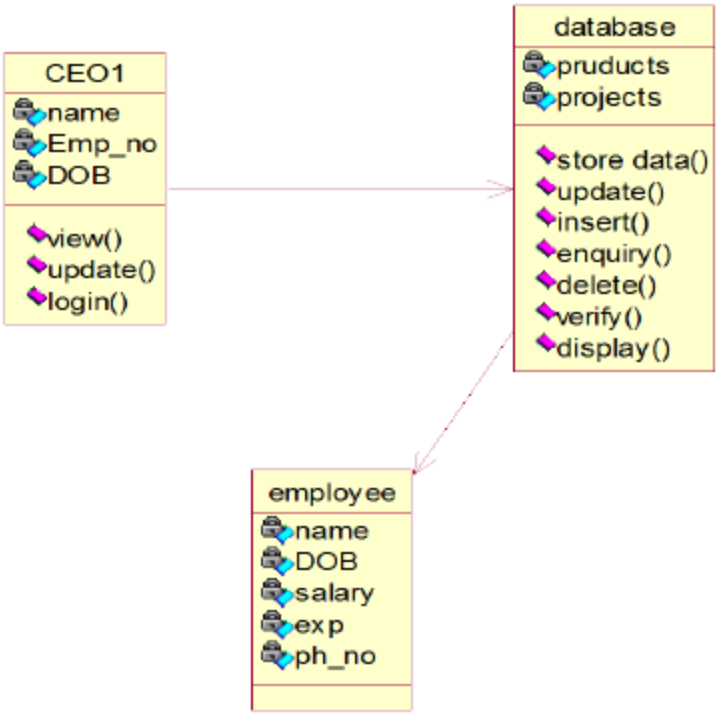


DOCUMENTATION OF ACTIVITY DIAGRAM

The CEO Logins to the employee management system. He/she selects a particular employee from the list of available employee. The CEO can view the details of the particular employee by clicking the respective button. After viewing the details he is logout from the system.

CLASS DIAGRAM

The Class diagram the types of object in the system a various kinds of static relation ships that exists among them.



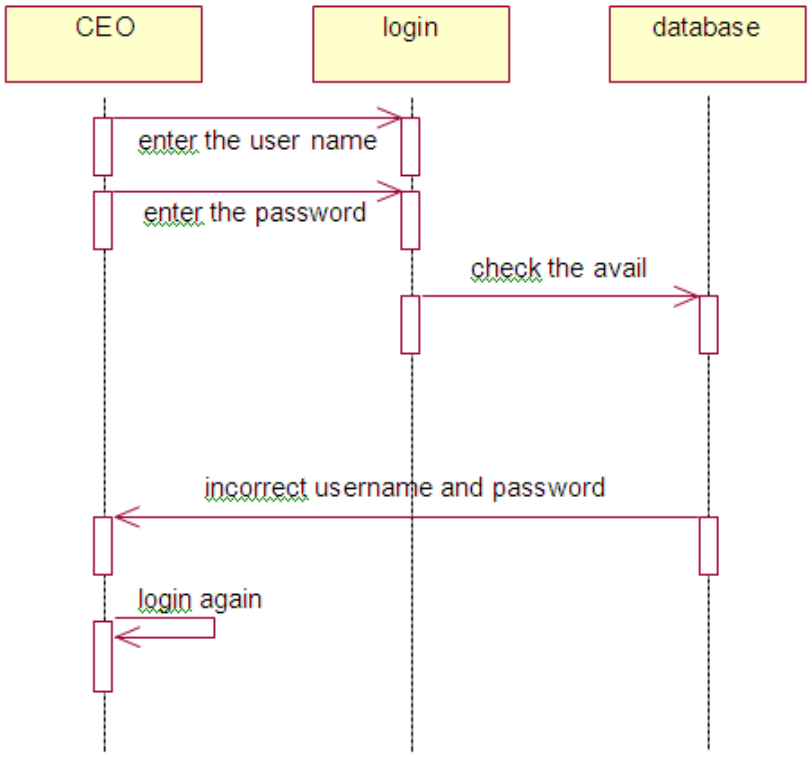
DOCUMENTATION OF CLASS DIAGRAM

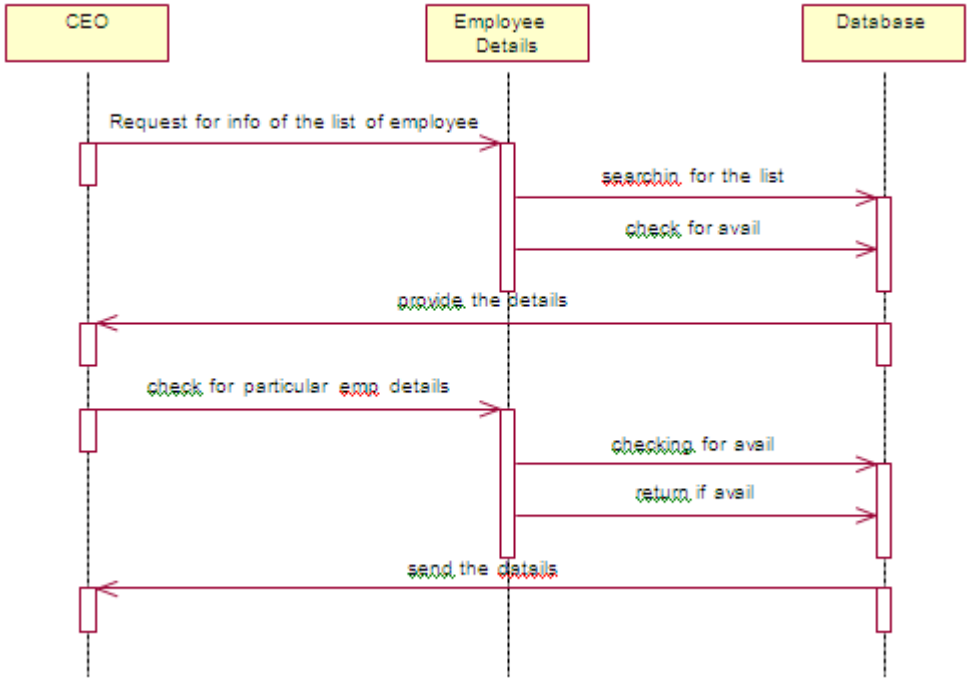
The Classes used in this project are

- **CEO:** The CEO has to login the form by specifying the name and password of him.
- **Database:** The database checks whether the CEO has given the name and password accordingly if not the error message will be displayed.
- **Available employees:** The database is connects to the list of available employees and the CEO if wants then select the employee from it.

SEQUENCE DIAGRAM:

It is a kind of interaction diagram in which an object is shown as a box at the top of the dash vertical line. This vertical line is called object life time. The life time represent the object's life during interaction object deletion is shown with a large x.


CEO
login
database
enter the user name
enter the password
check the avail
incorrect username and password
login again

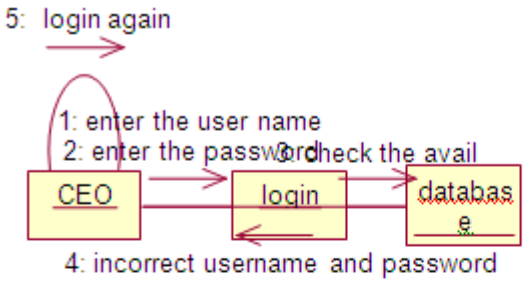

CEO
Employee Details
Database
Request for info of the list of employee
searchin for the list
check for avail
provide the details
check for particular emp details
checking for avail
return if avail
send the details

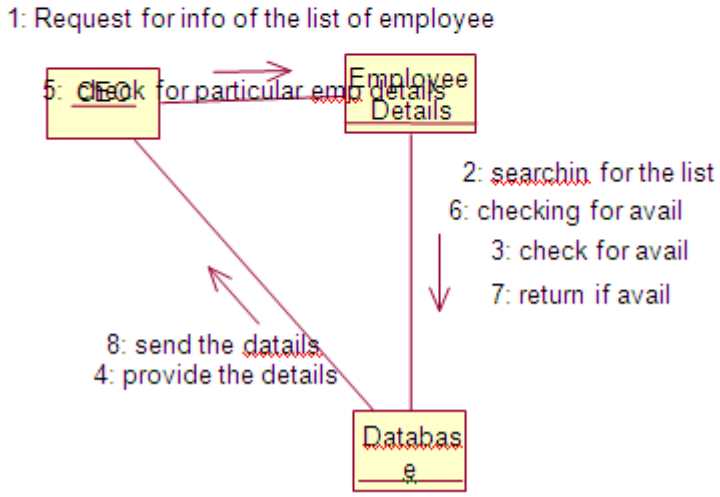
DOCUMENTATION OF SEQUENCE DIAGRAM

The CEO must enter his name and password to login the employee management system. The verification process is undergone by the database .If the details are correct he can enter to the system otherwise error is displayed. After login the details of the particular employee is viewed by the CEO. Finally he is logged out from the system.

COLLABORATION DIAGRAM

In a collaboration diagram object are shown as icons as on. A collaboration diagram arrow indicates the message send within the given use case. The sequence is indicated by numbering the messages.





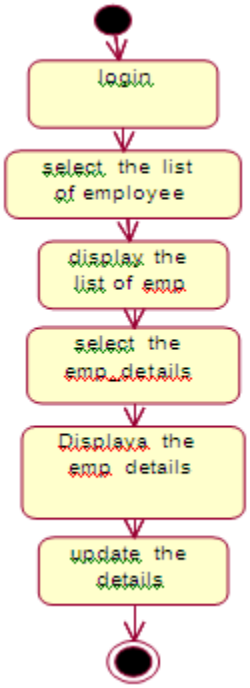
DOCUMENTATION OF COLLABORATION DIAGRAM

It is same as the sequence diagram that involves the object of the project with the only differences that we give the sequence no to the each process

The CEO must enter his name and password to login the employee management system. The verification process is undergone by the database .If the details are correct he can enter to the system otherwise error is displayed. After login the detail of the particular employee is viewed by the CEO. Finally he is logged out from the system.

STATE CHART DIAGRAM

It is a technique to describe the behavior of the system.It determines all the possible states as that of particular object gets into the object oriented technique.State diagrams are drawn for a single class so status to the lifetime behavior of a single objector.



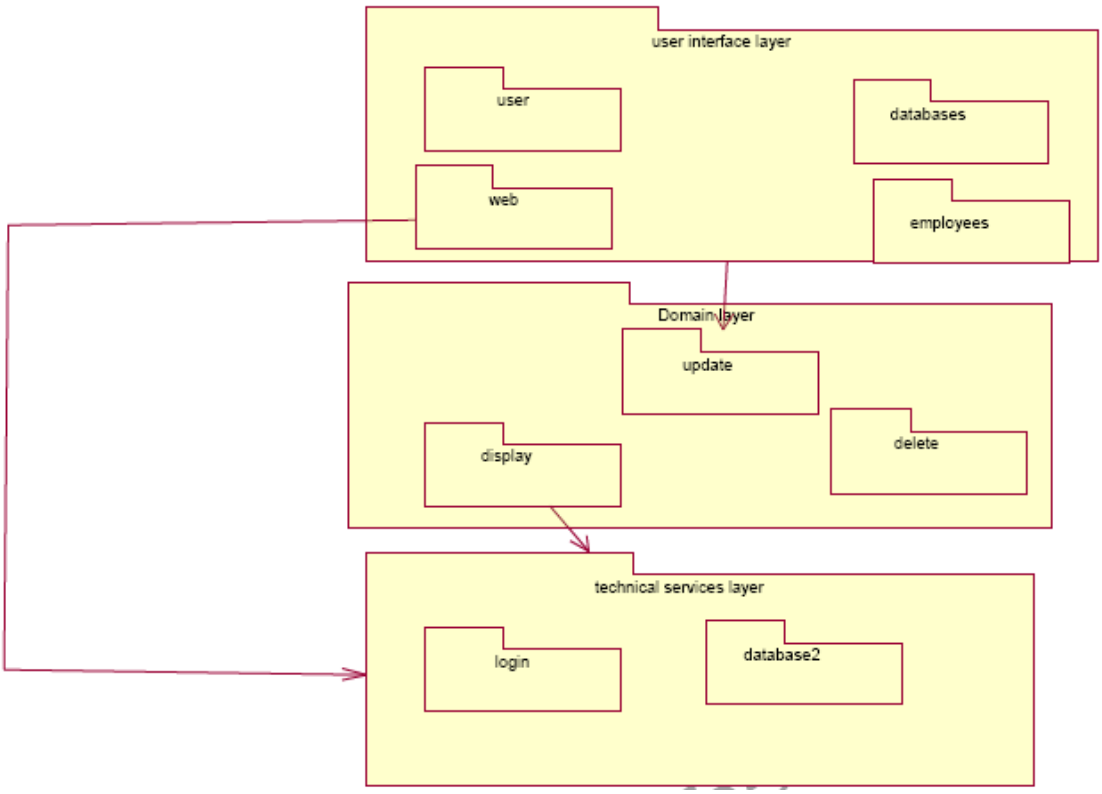
DOCUMENTATION OF THE STATE CHART DIAGRAM:

The various states are the login, lists of employees, selects a employee, display the information about the employee, logout.
The state chart diagram describes the behavior of the system. The main purpose of the system is to maintain an employee details personally. For that the CEO Login to the employee management system. He/she selects a particular employee from the list of available employee. The CEO has to view the details of the particular employee by clicking the respective button. The CEO views the details then finally he is logout from the system.

PACKAGE DIAGRAM

A package is represented as folder among shown as large rectangle with a tab attached its upper left corner. A package may contain both subordinated package both ordinary model can be organized into packages. There are three types of layers,

a. User interface layer
b. Domain layer
c. Technical layer



DOCUMENTATION OF PACKAGE DIAGRAM

The three layers in the online recruitment system are

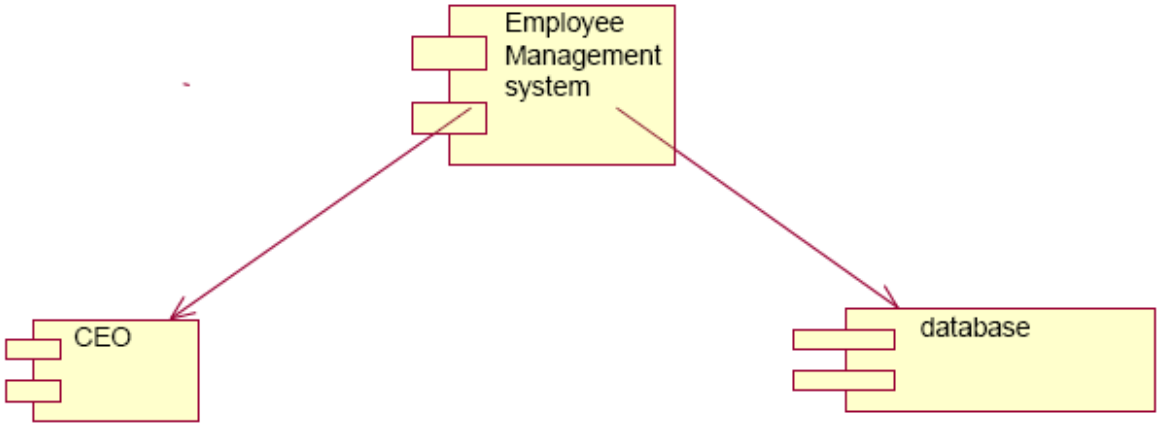
The User interface layer - consists of the web and login. This layer describes how the applicant logins to the website and apply for the job.

The Domain layer – shows the activities that are performed in the online recruitment system. The activities are register, attend test and select talented applicant.

The Technical service layer - the applicant details, verification details and the selected applicant details are stored in the database.

COMPONENT DIAGRAM

Components are a slightly fuzzy concept in the UML, because both classes and components can be used to model the same thing. A component represents a modular part of a system that encapsulates its contents and whose manifestation is replaceable within its environment. A component defines its behavior in terms of provided and required interfaces. As such, a component serves as a type, whose conformance is defined by these provided and required interfaces.



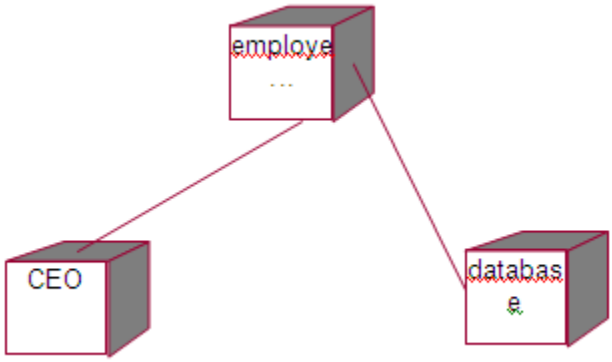
DOCUMENTATION OF COMPONENT DIAGRAM

In this diagram there link between the actors is present in the SPMS that could be shown in diagrammatically way in the component diagram. Each every actor is having a directional link to process further details present in the system.

DEPLOYMENT DIAGRAM

A deployment diagram shows the assignment of concrete software artifacts (such as executable files) to computational nodes (something with processing services). It shows the deployment of software elements to the physical architecture and the communication (usually on a network) between physical elements.

A deployment diagram usually shows an example set of instances (rather than classes



RESULT Thus the project to develop an Employee Management System using the Rational Rose Software and to implement the system using Java is done successfully.