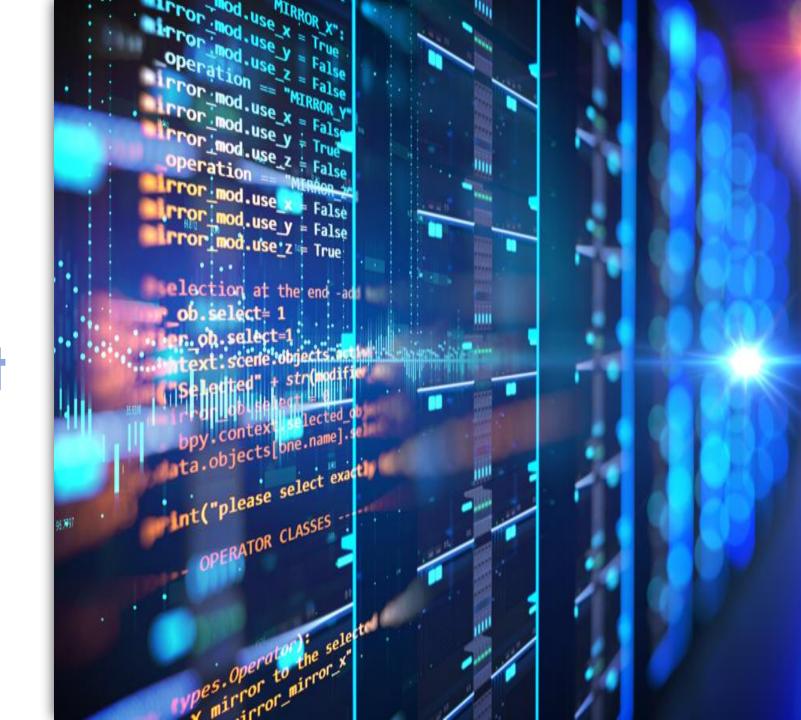
### Employee Payroll System Smart Contract

Group Blocarc:
Caitlin Cao, Qian Zha,
Xinyi Liang, Ken Chuang



# Group Blocarc Team Members



Caitlin Cao
Identifying business
questions and
problem statement



Qian Zha

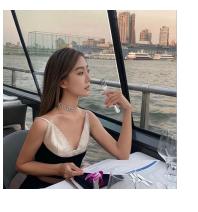
Market analysis

UI design

Smart Contract Test Plan

Smart Contract Demo





Xinyi Liang
Product Idea
Business Flow



Ken Chuang
Product Idea

# Today's Outline





### Problem Statement

### **Employee Side**



- <u>Diverse demand</u> for currency of global employees
- Suffer from incorrectness and untimeliness
- Risk of being breached, <u>uncertainty</u> of payment
- .....

- <u>Difficulty in payment settlement</u> due to more flexible working style, location and time
- <u>Inefficient</u> manual payroll calculation caused errors, long hours, payment delays
- <u>Expensive</u> third-party outsourcing and the potential for employee and company <u>data leakage</u>
- .....

# Company Side

### **Looking For:**

Certainty, Efficiency, Automation, Security, Convenience......

## Marketing Analysis

### **Target Customer**

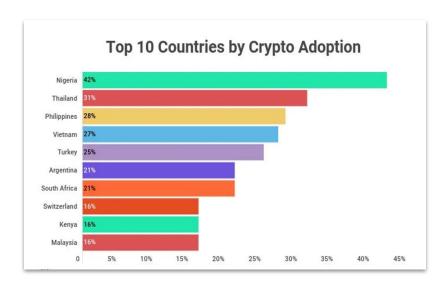
- Mid-sized and large organizations
- Either Do using software
- Or outsource to a service provider

### **Market Size**

- Payroll software+service market was valued at \$23.55 billion in 2021
- Estimated to reach \$55.69 billion by 2031\*

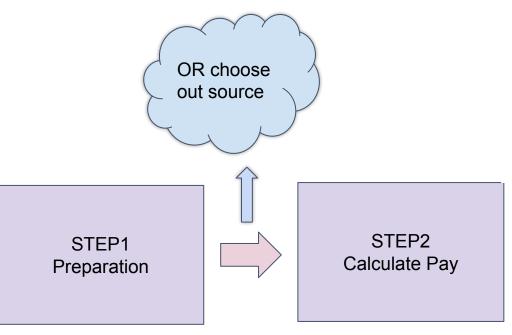
### **Main Market**

- Adoption depends on web3 infrastructure and acceptance
- Should target marts with high web3 adoption rate



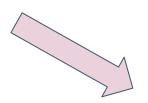
<sup>\*</sup>BusinessWire 2022, Top 10 countries by crypto Adoption 2022

# Traditional Payroll System Process



- Get an employer identification number (EIN).
- Establish state or local tax IDs.
- Collect employee tax and financial information, including W-4 forms.
- Set up a payroll schedule.
  - Choose the right payroll schedule for your business.
  - Establish tax payment dates.

- Review employee hourly schedules.
- Determine overtime pay.
- Calculate gross pay.
- Determine deductions.
- Calculate net pay.



STEP3
Payment



STEP4
Output Records



# Smart Salary Product MVP Overview

#### Goal

- Practicing decentralized, automatic, mandatory and accurate salary payment enable the employee to choose the currency they wish to receive
- avoid salary arrears and miscalculations

### **Problem Solving**

The enterprise adjusts the salary payment from "active salary payment" to "authorized salary deduction"

 $\rightarrow$  can resolve issues like delayed payments or inaccurate wage calculations, especially for the client-facing service agencies or freelance independent contractors

#### **Differentiation**

No similar available product Differentiate ourselves by providing a full-process one-stop solution system with salary payment as the core

### **Steps**

- 1. Input employee information to the system
- 2. Use the balance in the company account to send salary to the employee
- 3. After the employee receive the salary they can decide which currency they would like to convert it into

<sup>\*</sup> the employers have the options to check the real-time balances of the company or any employees





Security property is one of the keys



Builds trust between the company and the employees



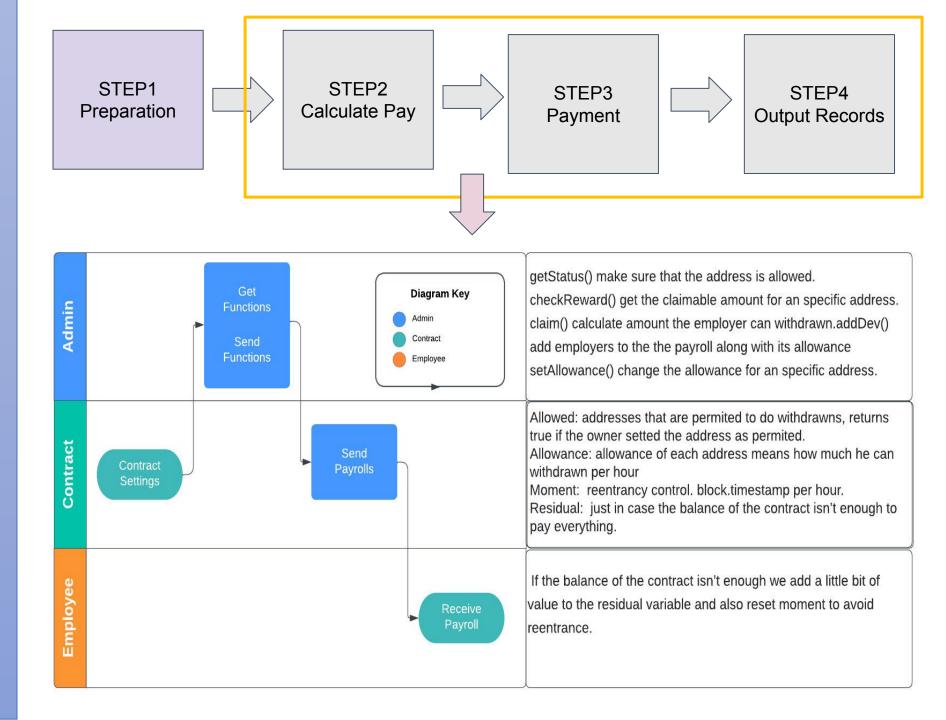


Faster settlement compared to the traditional banking system



Employee can pick which kind of currency they prefer to receive

# Payroll System using Smart Contract







## Payroll System **Smart** Contract Solidity Example

```
// SPDX-License-Identifier: GPL-3.0-or-later
pragma solidity >=0.4.4<0.9.0;
contract BinancepayrollSystem {
    address public company;
   address payable employeeAddress;
                                                                         Employee's information
   struct employee {
                              //employee ID
           uint ID;
                             //employee name
           string name;
           string department; //employee department
                             //employee salary to sent
           uint salary;
                              //employee account balance
           uint balance:
                                                                         mapping employee
           string lastPaytime;//employee's salary last paytime
                                                                         address to employee
                             //employee's status active
           bool active;
           string salarytype;
                                                                         detail
   mapping(address => employee) employeeDetails; //mapping employee address to employee information detail
   address[] employeeList;
                                                                         set the company as
   //payroll constructor: set the company as payroll sender
                                                                         the sender
    constructor () public {
        company = msg.sender;
    //access control modifier
   modifier onlyCompany{
                                                                           access control
       require (msg.sender == company,
       "Only company owner can call this."
        );
        _;
```



## Payroll System Smart Contract Solidity **Functions**

```
function changeCompanydetail(address _companyAddress, uint balance,
                              uint newfunds,string memory lastaddtime) public {
    companyDetail[ _companyAddress] = company(balance,newfunds,lastaddtime);
                                                          change the detailed information
                                                          about the company
 function contractBalance() view public returns (uint) {
      return address(this).balance;
                                                               check the smart contract
                                                               balance
function addEmployee(address _employeeAddress, uint ID, string memory name,
string memory department, string memory country, uint balance, uint salary,
string memory lastPaytime,bool active,uint exchangerate, uint payment) public {
   employeeDetails[_employeeAddress] = employee(ID, name, department, country, balance, salary,
                                               lastPaytime,active,exchangerate,payment);
   employeeList.push(_employeeAddress);
                                                        adding an employee to the
                                                         company's list of employes if not
function addFunds() public payable{
                                                         already registered
     emit deposit(msg.sender, msg.value);
                                                             add funds to the smart
                                                             contract account
function removeEmployee(address _employeeAddress) onlyCompany public{
     employeeDetails[ _employeeAddress].active = false;
                               remove an employee if the employee leaves the company
function getEmployeeAddress(uint _employeeDetails) public view returns (address){
    return employeeList[_employeeDetails];
                                                       get an employee's address from
                                                       the company's employee list
```



## Payroll System Smart Contract Solidity **Functions**

```
function setEmployeesalary(address _employee, uint _salary) public payable returns (uint){
    require(_salary > 0, "salary must be greater than 0");
                                                             set the employee's salary based
    return (employeeDetails[_employee].salary=_salary);
                                                             on the address
function getEmployeesalary(address _employee) public view returns (uint){
    return (employeeDetails[_employee].salary);
                                                            get employee's salary based on
                                                            the address
 function getEmployeeBalance(address _employee) public payable returns (uint){
    return (employeeDetails[_employee].balance=employeeDetails[_employee].salary +
                                                    get employee's new salary balance by
            employeeDetails[_employee].balance);
                                                     adding the current amount to the balance
                                                    in the account
function setEmployeepayment(address _employee, uint _balance) external payable returns (uint){
    return (employeeDetails[ employee].payment= balance);
                                             set the payment as the new salary balance
function payrollSystem(address _employee) external payable returns (uint){
    //send the payroll to the employee
    payable(companyAddress).transfer(employeeDetails[_employee].payment);
    return (employeeDetails[_employee].payment);
                                                          transfer salary to the employee
function etherlocal(address _employee) external payable returns (uint){
return (employeeDetails[_employee].payment = employeeDetails[_employee].payment *
    convert salary based on whichever
                                               employeeDetails[_employee].exchangeRate);
    country's exchange rate the user wants
```



# Thank you for listening! Questions?