



KK14203 OBJECT ORIENTED PROGRAMMING

SEMESTER II
SESSION 19/20

INDIVIDUAL ASSIGNMENT **PAYROLL SYSTEM**

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Introduction

The term payroll encompasses every employee of a company.. Some employees may be paid a steady salary while others are paid for hours worked or the number of items produced. All of these different payment methods are calculated by a payroll specialist and the appropriate pay checks are issued. Companies often use objective measuring tools such as timecards or timesheets completed by supervisors to determine the total amount of payroll due each pay period.

A payroll system is software designed to organize all the tasks of employee payment and the filing of employee taxes. These tasks can include keeping track of hours, calculating gross salary and deductions, printing and delivering checks.

Payroll software often requires very little input from the employer. The employer is required to input employee wage information and hours then the software calculates the information and performs withholdings automatically.

Payroll system are used by many company of all size to check and record working hours of employees primarily to calculate and pay their wages. Some companies have a requirement to record the number of hours spent on a specific tasks to know the hours an employee worked so as to pay their wages.

The objectives of this system are:

1. To design a system that tracks and optimizes the hours that employees spend on their job.
2. To design a system that will achieve company objectives and deliver a variety possibilities enforced both by the law and the company's policy.
3. To identify the requirements of the system
4. To design payroll system accurately.
5. To maintain the information regarding the employee and generates the pay slip
6. To provide a system that will ease and lessen the work of the secretary in writing salary reports of each employee. The secretary will be using a system with just a click on the mouse, all the salary reports will be done by the computer.

Scope/Proposed works

1. Employee Database
 - a. Employee Details ➤ Employee Id, Name.
 - b. Department ➤ Department , employee id, department name
2. Calculate salary
 - a. Employee Detail ➤ Employee id, Department, Employee Name
 - b. Gross pay calculation ➤ Rate per day, number of working days
 - c. Total Deduction calculation ➤ EPF , SOCSO
 - d. Total Gross pay calculation ➤ Gross salary, total overtime, day shift allowance, night shift allowance
 - e. Total Salary pay calculation ➤ Total Gross salary, total deduction

Object Oriented Concept Implementation

1. Inheritance
2. Polymorphism
3. Object and classes
4. Interface
5. Exception Handling

Coding

```
/*
```

```
 * To change this license header, choose License Headers in Project Properties.
```

```
 * To change this template file, choose Tools | Templates
```

```
 * and open the template in the editor.
```

```
*/
```

```
package bi19110125_payroll;
```

```
/**
```

```
 *
```

```
 * @author RAIZUL RAZALI
```

```
*/
```

```
import java.awt.Button;
```

```
import java.awt.Color;
```

```
import java.awt.Frame;
```

```
import java.awt.GridLayout;
```

```
//import java.awt.Label;
```

```
import java.awt.TextArea;
```

```
import java.awt.event.ActionEvent;
```

```
import java.awt.event.ActionListener;
```

```
import java.awt.event.WindowAdapter;
```

```
import java.awt.event.WindowEvent;
```

```
class myABC extend WindowAdapter implements ActionListener
```

```
{
```

```
    Frame f;
```

```
    TextArea textarea;
```

```
    Button b[];
```

```
    myABC()
```

```
    {
```

```
        f = new Frame("CALCULATOR");
```

```
        f.setSize (300,600);
```

```
        f.setVisible (true);
```

```
        f.addWindowListener(this);
```

```
        f.setLayout (new GridLayout (0,4));
```

```
        b = new Button[15];
```

```
        for (int i = 0; i < b.length; i++)
```

```
        {
```

```
            b[i] = new Button();
```

```
            f.add(b[i]);
```

```
            b[i].addActionListener (this);
```

```
        }
```

```
        b[0].setLabel ("0");
```

```
b[1].setLabel ("1");

b[2].setLabel ("2");

b[3].setLabel ("3");

b[4].setLabel ("4");

b[5].setLabel ("5");

b[6].setLabel ("6");

b[7].setLabel ("7");

b[8].setLabel ("8");

b[9].setLabel ("9");

b[10].setLabel ("+");

b[11].setLabel ("-");

b[12].setLabel ("*");

b[13].setLabel ("%");

b[14].setLabel ("=");


textarea = new TextArea ();

f.add(textarea);

f.setBackground(Color.yellow);

}
```

@Override

```
public void windowClosing (WindowEvent e){

    System.exit(0); //dispose?
```



```
}
```

@Override

```
public void actionPerformed(ActionEvent e){
```

```
    String s = e.getActionCommand();
```

```
    textarea.append(s);
```

```
    s = textarea.getText();
```

```
    if(s.length() == 3) {
```

```
        char ch [] = s.toCharArray()
```

```
        int num1 = Character.getNumericValue(ch[0]);
```

```
        int num2 = Character.getNumericValue(ch[2]);
```

```
        char op = ch [1];
```

```
        double n;
```

```
        if(ch[1] == '+')
```

```
            n = num1+num2;
```

```
        else if (ch[1] == '-')
```

```
            n = num1-num2;
```

```
        else if (ch[1] == '*')
```

```
            n = num1*num2;
```

else

n = num1/num2;

textarea.setText(Double.toString(n));

}

}

}

public class withAdapter {

public static void main (String[] args) {

myAbc a = new myAbc();

}

}

Conclusion

In conclusion, this payroll system is designed for the enhancement or development of Computerized Payroll System. It includes the features that can Add Employees record, Edit Employees information, Clear Employees record, print / Save the Pay Slip of each employee as well as the rate per day, overtime, allowances, Gross salary, Total Gross payment, and Deduction of EPF and SOCSO, adding up with , a log-in log-out process for security purpose. Moreover, with help file can be used by the users to know how to use the payroll software.