Business Requirement Document

1. Functional Requirements

The functional requirements define what the system should do. They include:

- **User Management:** The system must allow users to log in and logout.
- **♣ Dashboard:** Managers should be able to search employees by their designation or skill or location and also mention number of employees required.
- **♣ My Team:** The system must display all the team members added into the team and has pagination if there are many members.
- **Time Zone Overlap:** The system must display the overlap time for the selected employees.
- **Schedule Meeting:** The system must display a form and, on successful submission email has to be sent to all participants containing meeting links.
- **My Timesheet:** The system must display a form on successful submission the details has to be stored in database.

2. Non-Functional Requirements

Non-functional requirements define how the system performs its functions:

- **♣ Performance:** The system should handle at least 1000 concurrent users with response times under 200ms.
- **Scalability:** The architecture should allow horizontal scaling to support increased load.
- **Security:** Data must be encrypted in transit and at rest. Use JWT for authentication and authorization.
- **Availability:** The system should have an uptime of 99.9%, with failover mechanisms in place.
- ♣ Maintainability: Code should follow SOLID principles, with high modularity and low coupling.

3. Architecture Overview

The architecture is based on a microservices pattern, where each service is responsible for a specific business capability. Each microservice runs independently, communicating with others via HTTP REST APIs. The key components include:

- **API Gateway:** Acts as a single-entry point for all client requests, routing them to the appropriate microservice.
- **♣ Authentication Service:** Manages employee and time-zone services authentication using JWT.
- **Employee Service**: Handles employee-related operations such as registration, login, search employees, display team members.
- **Time Zone Service**: Handles time-related operations such as employee timesheet, team time-zone overlap, schedule meeting.

BACKEND EMPLOYEE MICROSERVICE API GATEWAY API GATEWAY TIMEZONE MICROSERVICE EUREKA MICROSERVICE EUREKA MICROSERVICE

Fig-1: Architecture Diagram

4. Service EndPoints.

Each service exposes a set of RESTful APIs that can be consumed by other services or the frontend. The endpoints are as follows:

Lesson Employee Service API:

- 1. 'POST /api/employees': Registers a new employee.
- 2. 'POST /api/employees/id/skills': To add skills to employee.
- 3. 'POST /api/employees/id/toogle-team': To toogle team membership.
- 4. 'PUT /api/employees/id': To update the employee details.
- 5. 'DELETE /api/employees/id ': To delete a employee.
- 6. 'GET /api/employees/search ': To search employees.
- 7. 'GET /api/employees/skills/{skill}': To find employee by skill.
- 8. 'GET/api/employees/team': To get all the team members.

4 Time Zone Service API:

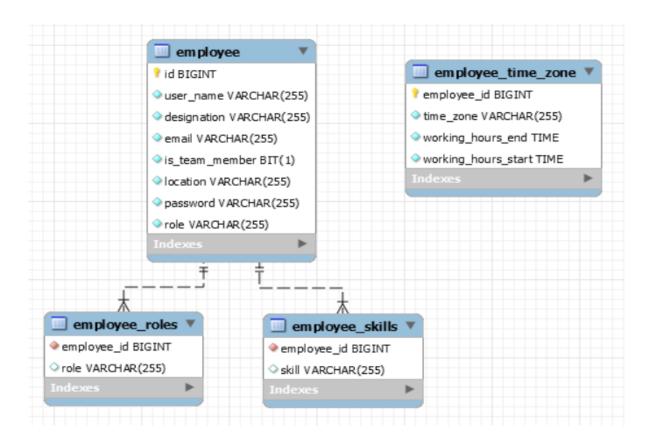
- 1. 'POST /api/timezone': To save employee timezone.
- 2. 'GET /api/timezone/employeeId':To get employee timezone.
- 3. 'GET /api/ timezone /all': To get all employees time zone.
- 4. 'GET /api/timezone/overlap':To get the overlapping working hours of employees.
- 5. 'GET/api/timezone/suggest-meeting': To suggest the best time to schedule meeting.
- 6. 'PUT /api/timezone/employeeId':Updates employee timezone.
- 7. 'DELETE /api/timezone/employeeId': Deletes employee timezone.
- 8. 'GET /api/timezone/validate-meeting-time': Validates meeting time.

5. Technologies Used

The project employs the following technologies:

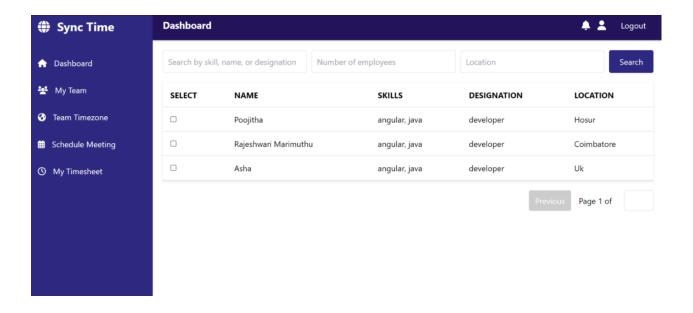
- Programming Language: Java 21 for backend services.
- **♣** Frameworks:
 - 1. Spring Boot for building microservices.
 - 2. Spring Security for authentication and authorization.
 - 3. Spring Cloud Netflix Eureka for service discovery.
 - 4. Spring Cloud Gateway for API routing.
- Database: Mysql for storing persistent data.
- ♣ API Communication: RESTful APIs using Spring Web.
- Frontend: Angular for building the user interface.

6.Database Schema

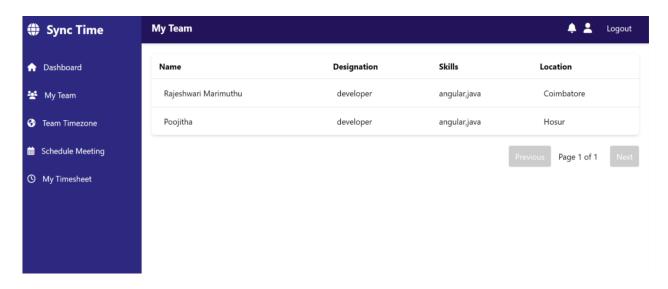


7. Wire Frame Diagrams:

7.1 Dashboard



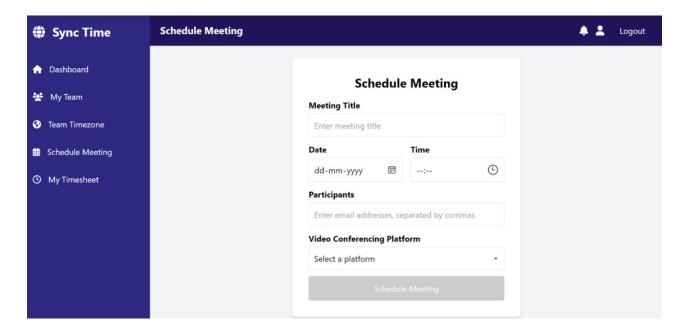
7.2 My Team



7.3 Team Timezone



7.4 Schedule Meeting



7.5 My Timesheet

