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**HUMANRESOURCEMANAGEMENTSYSTEM**

**BY**

**-**

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**HUMANRESOURCEMANAGEMENTSYSTEM**

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**1.2HUMAN RESOURCE MANAGEMENTSYSTEM**

SYSTEMANANLYSIS

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**EXISTINGSYSTEM**

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**2.1EXISTING SYSTEM**

The HR Administration falls short of controlling the employee’sactivities in analyzing his/her strengths and weakness. The decisionfor appraisal of assigning next project to the employee or to trainhim/her to enhance the skills – where lies with proper projection. Heis not provided with the detailed project information done or to beassigned based on Application / Verticals.

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**2.1.1DRAWBACKS IN EXISTING SYSTEM:**

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Need of extra manual effort.

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It used to take much time to find any employee

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Not very much accurate.

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Danger of losing the files in some cases.

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**PROPOSEDSYSTEM**

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**2.2PROPOSED SYSTEM**

Decision in assigning proper skillful hands for the project is animportant issue in HR Module. The HR Administrator should reportwith the personal holding the necessary skills required for the projectassignment. The decision in making analysis about the employee’sskills is a prime important before booting in. The proposed system of HR Module is the right software to be incorporated into theAutomation of HR Software for helping the organization needs withrespect to skilful Human Resource.The proposed system provides detail general information about theemployee along with Educational, Certification, Skill and Projectdetails. It enhances the HR Management in adding, viewing andupdating employees’ details and generates various reports regardingemployee’s skill and experience. Suggestions and Grievances postedby the employees are upheld for taking care of the necessary steps inforwarding company’s obligation..

**2.2.1ADVANTAGES OF PROPOSED SYSTEM:**

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Very fast and accurate.

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No need of any extra manual effort.

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No fever of data loss.

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Just need a little knowledge to operate the system.

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Doesn’t require any extra hardware device.

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At last very easy to find the employees.

**FEASIBILITYSTUDY**

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**2.3 FEASIBILITY STUDY**

Once the problem is clearly understood, the next step is toconduct feasibility study, which is high-level capsule version of the entered systems and design process. The objective is todetermine whether or not the proposed system is feasible. Thethree tests of feasibility have been carried out.

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Technical Feasibility

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Economical Feasibility

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Operational Feasibility

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**TECHNICAL FEASIBILITY**

In Technical Feasibility study, one has to test Whether the proposedsystem can be developed using existing technology or not. It isplanned to implement the proposed system using java technology.It is evident that the necessary hardware and software are availablefor development and implementation of the proposed system.Hence, the solution is technically feasible.

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**ECONOMICAL FEASIBILITY**

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As part of this, the costs and benefits associated With theproposed system compared and the project is economicallyfeasible only if tangible or intangible benefits outweigh costs.The system development costs will be significant. So theproposed system is economically feasible.

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**OPERATIONAL FEASIBILITY**

It is a standard that ensures interoperabilityWithout stifling competition and innovation among users, tothe benefit of the public both in terms of cost and servicequality. The proposed system is acceptable to users. So theproposed system is operationally feasible.

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**MODULEDESCRIPTION**

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**MODULE DISCRIPTION**

:The list of modules incorporated with “

**Human ResourceManagement System”**

is

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Employee Info Module



Administration Module

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Project Management Module



Training Management Module



HR Reports

This module deals with the management of the employeeinformation such as the personal details-hisname,qualification,skill,experience,login id,password,etc.,Importance of modules in any software development side is wecan easily understand what the system we are developing andwhat its main uses are. At the time of project we may createmany modules and finally we combine them to form a system.

**3.1**

Employee Info Module

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This module deals with the management of the employee information such as the personal details-hisname,qualification,skill,experience,login id,password,etc.,Importance of modules in any software development side is wecan easily understand what the system we are developing andwhat its main uses are. At the time of project we may createmany modules and finally we combine them to form a system.person, so that it can be easily added to the database withany duplication of the data.

**3.2 Administration Module:**

This module deals with the management of the employeeinformation such as the hiring of the eligible candidate,payments criteria, his personal information maintenance etc.

**3.3**

**Project Management Module:**

This module deals with the management of the projectsrelated with the employee like-projects that were pastdealt, current projects in his account etc.

**3.4**

**Training Management Module:**

This module deals with the training of the employee basedon his experience and attendance monitoring.

Also theinformation of the projects that need to be trained for theemployees based on their experience and skills and thelike.3.5

**HR Reports Module:**

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This module is specified for the purpose of the reportgeneration for the HR on his desired requests.

**SYSTEMREQUIREMENTS**

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**HARDWARE AND SOFTWAREREQUIREMENTS**

**Hard ware Specification**

:Processor

**:**

Intel P-III based systemProcessor Speed

**:**

250 MHz to 833MHzRAM

**:**

64MB to 256MBHard Disk

**:**

2GB to 30GBKey Board

**:**

104 keys

**Software Specification**

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Language

**:**

JDK 1.4Database

**:Oracle 9i**

Operating System

**:**

WindowsNT/95/98/2000

RAM

:

256MB

**LITERATURESURVEY**

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**JAVA**

Java was conceived by James Gosling, Patrick Naughton, ChrisWarth, Ed Frank and Mike Sheridan at Sun Microsystems Inc.in1991. It took 18 months to develop the first working version.This language was initially called “Oak” but was renamed as “Java” in 1995. Between the initial implementation of Oak inthe fall of 1992 and the public announcement of Java in thespring of 1995, many more people contributed to the designand evolution of the language.The main properties of the Java, which made Java so popular,are as follows:1.Simple2.Secure3.Portable4.Object-Oriented5.Robust6.Multithreaded7.Architecture-Neutral8.Interpreted9.High performance10.Distributed11.Dynamic

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**THE KEY FEATURES OF JAVA IS BYTE CODE:**

The key that allows Java to solve both the securityand the portability problems just described is that the outputof a Java compiler is not executable code. Rather, it is Bytecode. Byte code is a highly optimized set of instructionsdesigned to be executed by the Java runtime systems, which iscalled the Java Virtual Machine (JVM). That is, in its standardform, the JVM is an interpreter for Byte code. This may comehas a bit of surprise.Translating a Java program into a byte code helpsand makes it much easier to run a program in a wide variety of environments. The reason is straightforward only the JVMneeds to be implemented for each platform. Once the runtimepackage exists for a given system, any Java program can runon it. Remember, although the details of the JVM will differfrom platform to platform, all interpret the same Java Bytecode.

**JAVA ENVIRONMENT:**

Java environment includes a large number of development tools and hundreds of classes and methods. Thedevelopment tools are the part of the system known as JavaDevelopment Kit (JDK) and the classes are methods are part of

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the Java standard library (JSL), also known as the ApplicationProgramming Interface (API).

**JAVA DEVELOPMENT KIT:**

The Java development kit comes with a collection of tools that are used for developing and running Java programs.They include:1.Applet Viewer (for viewing Java Applets)2.Javac (Java Compiler)3.Java (Java interpreter)4.Javap (Java Disassembler)5.Javah (for C header files)6.Javadoc (for creating HTML documents)7. Jdb (Java Debugger)

**APPLICATION PROGRAMMING INTERFACE:**

The Java standard library includes hundreds of classes and methods grouped into several functional packages.Most commonly used packages are:

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Language support package: A collection of classes andmethods required for implementing basic features of  java.

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Utilities package: A collection of classes to provide utilityfunctions such as date and time functions.

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Input/Output package: A collection of classes required forinput & output manipulations.

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Networking package: A collection of classes forcommunication with other computers via Internet.

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AWT package: The abstract window toolkit packagecontains classes that implements platform independentgraphical user interface.



Applet package: This includes a set of classes that allowsus to create Java applets.

**JAVA DATABASE CONNECTIVITY (JDBC)**

The Java database connectivity ApplicationProgramming Interface (API) is an API currently beingdesigned by Sun Microsystems that provides a Java languageinterface with SQL Call Level Interface standard. This standardprovides a DBMS independent interface to relational databasesthat defines a generic SQL database access framework.The most visible implementation of the SQL CLI isMicrosoft’s ODBC (Open Database Connectivity). This APIdefines a common SQL syntax and function calls that can beused by developers to send SQL commands to and retrievedata from SQL databases. ODBC - enabled applications makeuse of database drivers (similar to other device drivers)installed on the system that allows applications to talk to avendor’s database. Using this methodology, all of the DBMS

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specific code is placed inside the ODBC driver and theapplication developer is shielded from implementation specificproblems in theory. Practically speaking, it is sometimesdifficult to completely remove vendor’s specific syntax from allODBC operations, but in most cases, it is relatively simple taskto port ODBC to run on a new database server.ODBC’s primary drawback is that it is written in C.Because of the limitations inherent in the use of nativemethods, the JDBC designers have designed the JDBCspecification to most easily use ODBC in short-term, but theyhave provided the capability long-term for JDBC to beimplemented in other ways.The JDBC API is expressed as a series of abstractJava interfaces within the java.sql package. Here are the mostcommonly used interfaces:

•

 java.sql.DriverManager – manages the loading andunloading of database drivers from the underlyingsystems.

•

 java.sql.Connection – Handles the connections to aspecific database.

•

 java.sql.Statement – contains an SQL statement to bepassed to the database: two sub-types in this interfaceare the PreparedStatement (for executing a Pre-CompiledSQL statement) and the CallableStatement (for executinga database stored procedure).

•

 java.sql.ResultSet – contains the record result set fromthe SQL statement passed to the database.

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**STEPS REQUIRED TO ACCESS A JDBC DATABASE**

The steps required to access a JDBC databaseshould be familiar. JDBC uses the concept of a “Connection” handle to manage a program’s connection to a database.

**ESTABLISING A CONNECTION**

The first thing we need to do is establish aconnection with the DBMS you want to use. This involves twosteps :

**1**

.

**Loading the driver:**

If, we want to use the JDBC-ODBCbridge driver, the following code will load it :Class.forName ("sun.jdbc.odbc.JdbcOdbcDrive”)Our driver documentation will give us the class name to use.For instance, if the class name is jdbc.Driverxyz, you wouldload the driver with the following line of code:Class.forName (“jdbc.Driverxyz”);

**2. Making the connection:**

the second step in establishing aconnection is to have the appropriate driver connect to theDBMS. The following line of code illustrates the generalSyntax:Class.forName ("sun.jdbc.odbc.JdbcOdbcDrive

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Connection con=DriverManager.getConnection ("Jdbc: Odbc:hrmsdsn");

**CREATING A STATEMENT**

A statement needs to be created so that it can be passed tothe database for processing. This is done by calling theconnection class createStatement () method.Syntax:Java.sql.Statement st=connection.createStatement ();

**RETREIVING VALUES FROM RESULT SET**

JDBC returns results in a ResultSet object, so weneed to declare in instance of the class ResultSet to hold ourresult. The following code demonstrates declaring theResultSet object RS and assigning the results to query:ResultSet rs=st.executeQuery ("select \* from EMPDEATILSwhere user\_name='"+user\_name+"'");

**DATABASE**

**DATABASE**

A database is a set of data, organized for easyaccess. The database is an actual data; it is the database thatyou will be accessing when you need to retrieve data.

**DATA DICTIONARY**

The data dictionary is a set of tables Oracle uses tomaintain information about the database. The data dictionarycontains information about tables, indexes, clusters and so on.

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**DBA (DATABASE ADMINISTRATOR)**

The DBA is the person responsible for the operation,configuration and performance of the database. The DBA ischarged with keeping the database operating smoothly,ensuring that backups are done on regular basis (and thatbackups work), and installing new software. Otherresponsibilities might include planning for future expansion anddisk space needs, creating databases and table spaces, addingusers and maintaining security, and monitoring the databaseand retuning it as necessary. Large installations might haveteams of DBA’s to keep the system running smoothly;alternatively, the task might be segmented among the DBA’s.

**ORACLE**

Oracle is a relational database management system, itprovides a platform for client server computing i.e., it supportsdistributed database and distributed processing.

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**SYSTEM DESIGN**

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**DETAILEDDESIGN**

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**UMLDIAGRAMS**

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**UNIFIED MODELING LANGUAGE**

UML is the international standard notation for object-orientedanalysis and design. The Object Management Group defines it.The heart of object-oriented problem solving is theconstruction of a model. The model abstracts the essentialdetails of the underlying problem from its usually complicatedreal world. Several modeling tools are wrapped under theheading of the

**UML**

™, which stands for Unified ModelingLanguage™

.

**AN OVERVIEW OF UML:**

The UML is a language for

•

Visualizing

•

Specifying

•

Constructing

•

DocumentingThese are the artifacts of a software-intensive system. Thethree major elements of UML are

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The UML’s basic building blocks

•

The rules that dictate how those building blocks may beput together.

•

Some common mechanisms that apply throughout theUML.

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**BASIC BUILDING BLOCKS OF THE UML:**

The vocabulary of UML encompasses three kinds of buildingblocks:

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Things



Relationships



Diagrams

**THINGS IN THE UML:**

They are the abstractions that are first-class citizens in amodel. There are four kinds of things in the UML1.Structural things2.Behavioral things.3.Grouping things.4.Annotational things.These things are the basic object oriented building blocks of the UML. They are used to write well-formed models.

**STRUCTURAL THINGS:**

Structural things are the nouns of the UML models. These aremostly static parts of the model, representing elements thatare either conceptual or physical. In all, there are seven kindsof Structural things.

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**Class:**

A class is a description of a set of objects that share the sameattributes, operations, relationships, and semantics. A classimplements one or more interfaces. Graphically a class isrendered as a rectangle, usually including its name, attributesand operations, as shown below.

**Interface:**

An interface is a collection of operations that specify a serviceof a class or component.Graphically the interface is rendered as a circle together withits name.

ISpelling

**Collaboration:**

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Collaboration defines an interaction and is a society of rolesand other elements that work together to provide somecooperative behavior that’s bigger than the sum of all theelements. Graphically, collaboration is rendered as an ellipsewith dashed lines, usually including only its name as shownbelow.

Chain

**Use Case:**

Use case is a description of a set of sequence of actions that asystem performs that yields an observable result of value to aparticular thing in a model. Graphically, Use Case is renderedas an ellipse with dashed lines, usually including only its nameas shown below.

**Active Class:**

An active class is a class whose objects own one or moreprocesses or threads and therefore can initiate control activity.Graphically, an active class is rendered just like a class, butwith heavy lines usually including its name, attributes andoperations as shown below.

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Chain of Responsibility

Place Order

HRMS

EMPLOYEEDEATILS

Suspend ()Flush ()

**Component:**

Component is a physical and replaceable part of a system thatconforms to and provides the realization of a set of interfaces.Graphically, a component is rendered as a rectangle with tabs,usually including only its name, as shown below.

orderform.java

**Node:**

A Node is a physical element that exists at run time andrepresents a computational resource, generally having at leastsome memory and often, processing capability. Graphically, anode is rendered as a cube, usually including only its name, asshown below.

server

**BEHAVIORAL THINGS:**

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Behavioural Things are the dynamic parts of UML models.These are the verbs of a model, representing behaviour overtime and space.

**Interaction:**

An interaction is a behavior that comprises a set of messagesexchanged among a set of objects within a particular contextto accomplish a specific purpose. Graphically, a message isrendered as a direct line, almost always including the name if its operation, as shown below.

Display

**State Machine:**

A state machine is a behavior that specifies the sequence of states an object are an interaction goes through during itslifetime on response to events, together with its responses tothose events. Graphically, a state is rendered as a roundedrectangle usually including its name and its sub-states, if any,as shown below.

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Waiting

**GROUPING THINGS**

**:**

Grouping things are the organizational parts of the UMLmodels. These are the boxes into which a model can bedecomposed.

**RELATIONSHIPS IN THE UML:**

There are four kinds of relationships in the UML:1.Dependency2.Association3.Generalization4.Realization

**1.Dependency:**

This is relationship between two classeswhenever one class is completely dependent on the otherclass. Graphically the dashed line represents it with arrowpointing to the class that it is being depended on.

**2. Association:**

It is a relationship between instances of the two classes. There is an association between two classesif aninstance of one class must know about the other in order toperform its work. In a diagram, an association is a linkconnecting two classes. Graphically it is represented by lineas shown.

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**3. Generalization:**

An inheritance is a link indicating oneclass is a super class of the other. A generalization has atriangle pointing to the super class. Graphically it isrepresented by line with a triangle at end as shown.

**4. Realization:**

**DIAGRAMS IN UML:**

Diagrams play a very important role in the UML. There arenine kind of modeling diagrams as follows:

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Use Case Diagram

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Class Diagram

•

Object Diagram

•

Sequence Diagram

•

Collaboration Diagram

•

State Chart Diagram

•

Activity Diagram

•

Component Diagram

•

Deployment Diagram

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**CLASS DIAGRAM:**

Class diagrams are the most common diagrams found inmodeling object-oriented systems. A class diagram shows aset of classes, interfaces, and collaborations and theirrelationships. Graphically, a class diagram is a collection of vertices and arcs.

**USE CASES DIAGRAM:**

Use Case diagrams are one of the five diagrams in the UML formodeling the dynamic aspects of systems(activity diagrams,sequence diagrams, state chart diagrams and collaborationdiagrams are the four other kinds of diagrams in the UML formodeling the dynamic aspects of systems).

**INTERACTION DIAGRAMS**

An Interaction diagram shows an interaction, consisting of aset of objects and their relationships, including the messagesthat may be dispatched among them. Interaction diagrams areused for modeling the dynamic aspects of the system.A sequence diagram is an interaction diagram that emphasizesthe time ordering of the messages. Graphically, a sequencediagram is a table that shows objects arranged along the X-axis and messages, ordered in increasing time, along the Y-axis and messages, ordered in increasing time, along the Y-axis.

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**SEQUENCE DIAGRAMS**

:

A sequence diagram is an interaction diagram that emphasizesthe time ordering of the messages. Graphically, a sequencediagram is a table that shows objects arranged along the X-axis and messages, ordered in increasing time, along the Y-axis.Sequence diagrams have two interesting features:

**ACTIVITY DIAGRAM**

An Activity Diagram is essentially a flow chart showingflow of control from activity to activity. They are used tomodel the dynamic aspects of as system. They can also beused to model the flow of an object as it moves from stateto state at different points in the flow of control.

**Contents**

Activity diagrams commonly contain:ForkStart & End Symbol

**STATE CHART DIAGRAMS**

A state chart diagram shows a state machine. State chartdiagrams are used to model the dynamic aspects of thesystem. For the most part this involves modeling the behavior

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of the reactive objects. A reactive object is one whose behavioris best characterized by its response to events dispatched fromoutside its context. A reactive object has a clear lifeline whosecurrent behavior is affected by its past.Graphically a state chart diagram is a collection of vertices andarcs.

**Contents:**

State chart diagram commonly contain:Simple states and Composite states.Transitions, including events and actions.

**CLASS DIAGRAM**

**- 45 -**

Training deatilsDeptLocationEmp NameSkill DetailsSkill Content()Training Assign()Duration()CompensationCompensation Amt()Year of work()Skill Report()Employee DetailDept Assigned()Date of Joining(Emp Details()Emp ComponenHR AdministrationHr NameHr IDAdd DetailsAdd Emp Details()Add Training Details()Add Compensation()Emp loginLogin()Check Training Details()Check Compensation()Check Employee()

**USE CASE DIAGRAM**

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LoginLogoutCheck Emp DetailsAdd Emp detailsCheck Training DetailsAdd training detailsAdministrator EmployeeCheck CompensationAdd Compensation details

**SEQUENCE DIAGRAM**

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HR AdminEmployee

TrainingCompensation

SkillEmp deatils

Placement1. login3. Add emp details2. verify4. Add skills Report6. Add Training Report5. Add Placement report7. Add Compensation Report8. log out9.Check emp deatils10.Check employee skills report11.Check employee placement report12. check emp compensation report13.check employee training report14.Logout

**COLLABORATION DIAGRAM**

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Emp login

CheckTrainingHr AdminCheck EmpDetailCheckCompensatiopnAddTrainingAddcompensation

Add EmpDetails

**ACTIVITY DIAGRAM- 49 -**

Receive Emp DetailsOpen Tarining ListCheck Training ListEmp LoginEmp DetailsOpen Emp Details

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**Class Diagram**

Training deatilsDeptLocationEmp NameSkill DetailsSkill Content()Training Assign()Duration()CompensationCompensation Amt()Year of work()Skill Report()Employee DetailsDept Assigned()Date of Joining()Emp Details()Emp Component()HR AdministrationHr NameHr IDAdd DetailsAdd Emp Details()Add Training Details()Add Compensation()Emp loginLogin()Check Training Details()Check Compensation()Check Employee()

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**DATABASEDESIGN**

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**DATA FLOWDIAGRAMS**

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**DATA FLOW DIAGRAMS**

**DATA FLOW DIAGRAMS:**

A graphical tool used to describe and analyze the moment of data through a system manual or automated including theprocess, stores of data, and delays in the system. Data FlowDiagrams are the central tool and the basis from which othercomponents are developed. The transformation of data frominput to output, through processes, may be described logicallyand independently of the physical components associated withthe system. The DFD is also know as a data flow graph or abubble chart.

**CONTEXT DIAGRAM:**

The top-level diagram is often called a “

context diagram”

. Itcontains a single process, but it plays a very important role instudying the current system. The context diagram defines thesystem that will be studied in the sense that it determines theboundaries. Anything that is not inside the process identifiedin the context diagram will not be part of the system study. Itrepresents the entire software element as a single bubble withinput and output data indicated by incoming and outgoingarrows respectively.

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**TYPES OF DATA FLOW DIAGRAMS:**

Data Flow Diagrams are of two types as follows:(a)Physical DFD(b)Logical DFD

1

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**PHYSICAL DFD**

**:**

Structured analysis states that the current systemshould be first understand correctly. The physical DFD is themodel of the current system and is used to ensure

that thecurrent system has been clearly understood. Physical DFDsshows actual devices, departments, and people etc., involvedin the current system

**2. LOGICAL DFD:**

Logical DFDs are the model of the proposed system.They clearly should show the requirements on which the newsystem should be built. Later during design activity this istaken as the basis for drawing the system’s structure charts.

**BASIC NOTATION**

**:**

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The Basic Notation used to create a DFD’s are as follows:

**DATAFLOW:**

Data move in a specific direction from an originto a destination.

**PROCESS:**

People, procedures, or devices that use or produce(Transform) Data. The physical component is notidentified.

**SOURCE:**

External sources or destination of data, which maybe People, programs, organizations or otherentities.

**DATA STORE:**

Here data are stored or referenced by a processinthe

System

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**DESIGN:**

Design is the first step in moving from problem domain tothe solution domain. Design is essentially the bridge betweenrequirements specification and the final solution.The goal of design process is to produce a model orrepresentation of a system, which can be used later to buildthat system. The produced model is called the “Design of theSystem”. It is a plan for a solution for the system.

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**PROCESS FLOW DIAGRAM**

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HRmanaer

Isan

Employee

Manages

Administration

EmployeesDetailsCreatesCreatesSkillReportsCreatesDetailsCreatesPlacementReportsTrainingReportsCreatesCompensationReport

**Context Flow DiagramDescription:**

Context Flow Diagram gives us the completedetails about the inputs and outputs for a given system. In theabove system the main task is to identify a criminal face. So,the operator and eyewitness are the inputs to our system andcriminal face is desired output.

**LOGIN PROCESS**

User Id

Password

ERROR IN

INPUT

**Level-1Description:**

The inputs to the process are User Id andPassword given by the developer to allow the softwareavailable for the Admin environment. After giving the inputsthe details, checks whether the entered ones are valid are not.It displays screen if match occurs otherwise error message if they are not matched.

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LOGIN

**PROCESS**

SCREEN

**MAIN SCREEN PROCESS**

**Level -2Description:**

This process mainly explains the different screensthat are available for the admin. Here the selection of thescreen depends on the admin and he can select whateverscreen he wants. The different screens that are available areAdd Emp details, Add skill Report, Add placement report, AddTraining Report, Add Compensation Report.

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MAINSCREENADMINAdd EmpAdd SkillReportsAddPlacementAdd TrainingReportAddCompensation

**Add Employee Details**

**Level-3Description:**

This process clearly illustrates adding the detailsof the Employee such as name, age, gender, location, address,state and city along with his EMP Id. These details are beingadded to the database, if any error is generated then it will beprompted to the admin otherwise we get message data issuccessfully added.

**Add Skill Report**

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Administrator

Create

EmployeeReport

**Level-4Description:**

This process clearly illustrates adding the detailsof the Employees skill Report such as name, qualification,experience, department, projects handled, current projectsand skills along with his EMP Id. These details are being addedto the database, if any error is generated then it will beprompted to the admin otherwise we get message data issuccessfully added.

**Add Placement Report**

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ADD SkillReportAdminDATABASEDATA ISADDED

**Level-5Description:**

This process clearly illustrates adding the detailsof the Employees placement Report such as name, employeestatus, reporting date, regulatory region, country, companycontrol unit, department, supervisor id, location and along withhis EMP Id. These details are being added to the database, if any error is generated then it will be prompted to the adminotherwise we get message data is successfully added.

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Admin

AddPlacementReport

DATAUPDATEDDATABASE

**TRAINING REPORTS**

**Level-6Description:**

This process clearly illustrates adding the detailsof the Employees Training Report such as name, project name,training department, skill report, start date, end date,department, and remarks and along with his EMP Id. Thesedetails are being added to the database, if any error isgenerated then it will be prompted to the admin otherwise weget message data is successfully added.

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Admin

AddTrainingReport

DATAUPDATEDDATABASE

**COMPARISON PROCESS**

**Level-7Description:**

This process clearly illustrates adding the detailsof the Employees Compensation Report such as name, salaryrange, and annual income, tax of income, loans, presentannual income, facilities, and insurance and along with his EMPname. These details are being added to the database, if anyerror is generated then it will be prompted to the adminotherwise we get message data is successfully added.

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Admin

AddCompensation Report

DATAUPDATEDDATABASE

**DATABASETABLES**

**DATABASE TABLES**

Login Table

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Add Employee Details

**add\_emp**

**user\_name password id first\_name last\_name qualification departmentdate\_ of birthage sex address**

kishore kishore 1004kishore kumar MBA FINANCE 18-April 21 male yousfgudasree sree 1001sree kumar mca computers 20/10/1984 21 male DSNRtarun tarun 1003tarun kumar B.Tech computers 15/03/1985 20 male yousfgudavamsi vamsi 1002vamsi Krishna B.Tech computers 20/05/1984 21 male chandanag

Add Skill Report

**skill\_report45**

**user\_name fname qua dept proj\_hand curr\_hand exp skil**

sree sree mca computers IPMS hrms 2 Java,Jspvamsi vamsi B.Tech IT OCRS Finger Print ID 2 java,jsp,jdbckishore kishore MBA FINANCE Tally Accounts 5 CA

Add Placement Report

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**user\_login**

**user\_name password user\_type**

admin admin Administrator kishore kishoresree sree employeetarun tarun employeevamsi vamsi employee

**pLACEMENT54**

**username emp\_stat effe\_dat region coun comp cont\_unit dept loc super\_id**

sree Active 01-march-2005Maharastra AUSTRALIA B.H.E.L production Production Campus employeevamsi Active 2/feb Maharastra GERMANY GE IT Networking Campus employeekishore Active 16 june Delhi USA brekely FINANCE Financing Campus employee

Add Training Report

**trai**

**user\_name emp\_id projn dept skill sdat edat reas**

vamsi 1002 Finger Print ID Administration RGM 01-04-2005 01-07-2005 goodsree 1001 HRMS Financing DFS 01-02-2005 01-02-2005 good

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**trai**

**user\_name emp\_id projn dept skill sdat edat reas**

kishore 1004 Tally Financing Tally 01-05-2005 01-09-2005 good

Add Compensation Report

**compensation**

**username empid sal\_rang annul\_in tax loans pre\_annul faci ins**

kishore 1004 10000-15000180000-2400003% personal loans 180000-240000busfacilitieshealthinsuranceSree 1001 5000-1000060000-1200001% home loans 60000-120000busfacilitieslife insurancevamsi 1002 5000-10000120000-1800002% vehical loans 120000-180000travelling healthinsurance

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**SCREENS**

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**LOGIN SCREEN**

LOGIN PROCESS USER IDPASSWORD

Submit Reset

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**MAIN SCREEN**

View employee details

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View employee skill report

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View employee placement report

**- 74 -**

View employee training report

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View employee compensation report

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Employee logout page

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**TESTING**

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**TESTING PHASE**

The completion of a system is achieved only after ithas been thoroughly tested. Though this gives a feel theproject is completed, there cannot be any project withoutgoing though this stage. Hence in this stage it is decidedwhether the project can under go the real time environmentexecution without any break downs, therefore a package canbe rejected even at this stage.

**SYSTEM TESTING**

Testing is a set of activities that can be planned inadvance and conducted systematically. The proposed system istested in parallel with the software that consists of its ownphases of analysis, implementation, testing and maintenance.Following are the tests conducted on the system.

**UNIT TESTING**

During the implementation of the system each module of thesystem was tested separately to uncover errors with in itsboundaries. User interface was used as a guide in the process.

**MODULE TESTING**

A module is composed of various programs related tothat module. Module testing is done to check the modulefunctionality and interaction between units within a module.

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It checks the functionality of each program with relationto other programs within the same module. It then tests theoverall functionality of each module.

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**INTEGRATION TESTING**

Integration testing is a systematic technique forconstructing the program structure while conducting tests touncover errors associated with interfacing. The objective is totake unit-tested module and build a program structure thathas been dictated by design.

**ACCEPTANCE TESTING**

The software has been tested with the realistic data givenby the client and produced fruitful results. The client satisfyingall the requirements specified by them has also developed thesoftware within the time limitation specified. A demonstrationhas been given to the client and the end-user giving all theoperational features.

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**IMPLEMENTATION**

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**IMPLEMENTATION PHASE**

The implementation is the final and important phase.It involves User training, system testing and successfulrunning of the developed system. The users test the developedsystem when changes are made according to the needs. Thetesting phase involves the testing of the developed systemusing various kinds of data. An elaborate testing of data isprepared and system is tested using the tests data.Implementation is the stage where theoretical designturned into a working system. Implementation is planedcarefully to propose system to avoid unanticipated problems.Many preparations involved before and during theimplementation of proposed system. The system needed to beplugged in to the organization’s network then it could beaccessed from anywhere, after a user logins into the portal.The tasks that had to be done to implement the system wereto create the database tables in the organization databasedomain. Then the administrator was granted his role so thatthe system could be accessed.The next phase in the implementation was to educatethe system. A demonstration of all the functions that can becarried out by the system was given to examinationdepartment person, who will make extensive use of thesystem.

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**CONCLUSION**

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**BIBLIOGRAPHY**

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**BIBLIOGRAPHY**

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