

Onboard Logic

OnBoard
Logic

App

Features

1

Onboarding Employees (HR)

3

Set Payrates

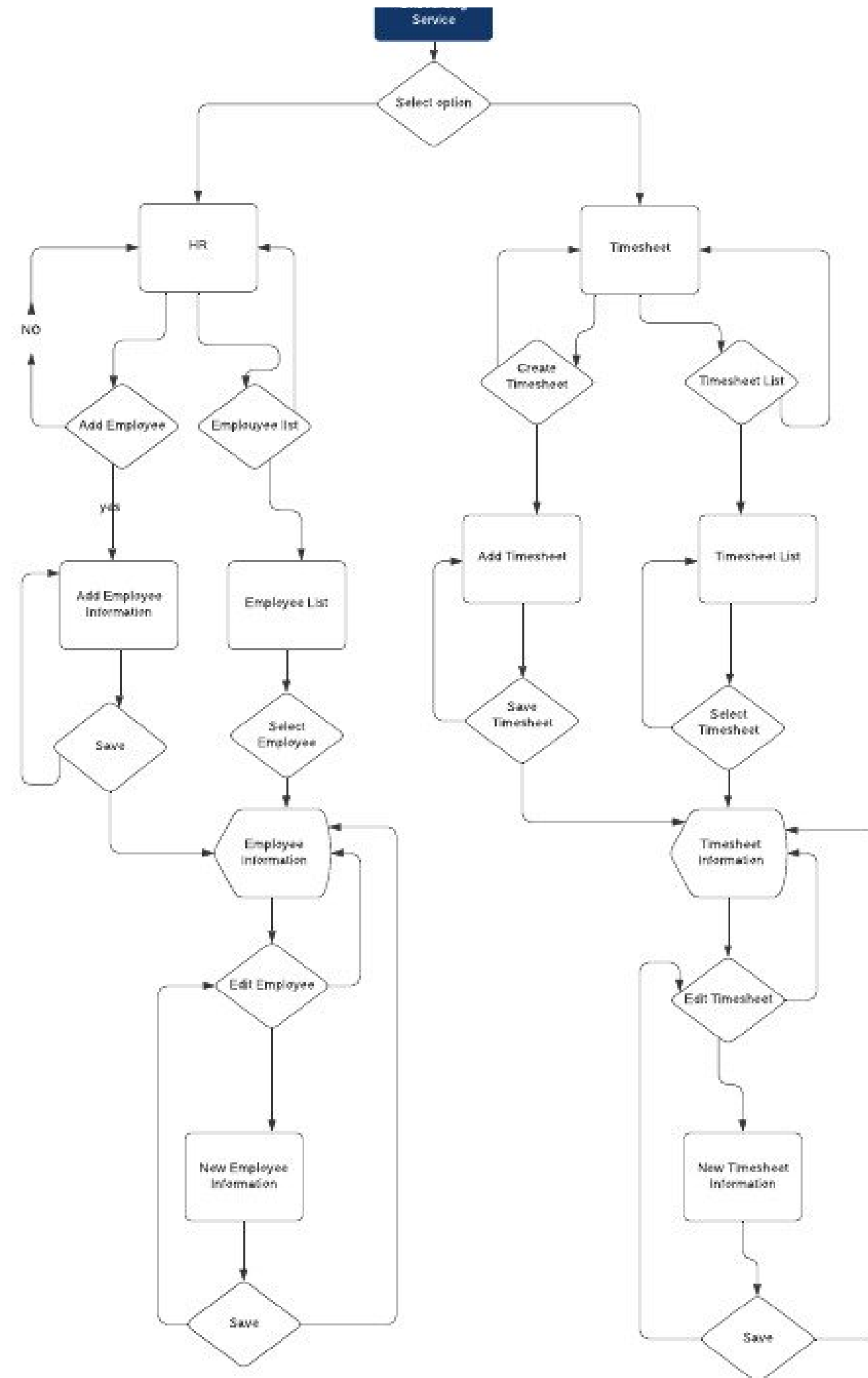
2

Timesheets

4

editing timesheet

Initial System Flow



Onboarding

Human Resources

Creating Timesheet

Action Items

App

employee details

Full Name

DOB

Employement Type

Set Payrate

1

start date and end date

start time and end time

Submit timesheet

Approve Timesheet






Output Total weekly salary

2

Development Build Process



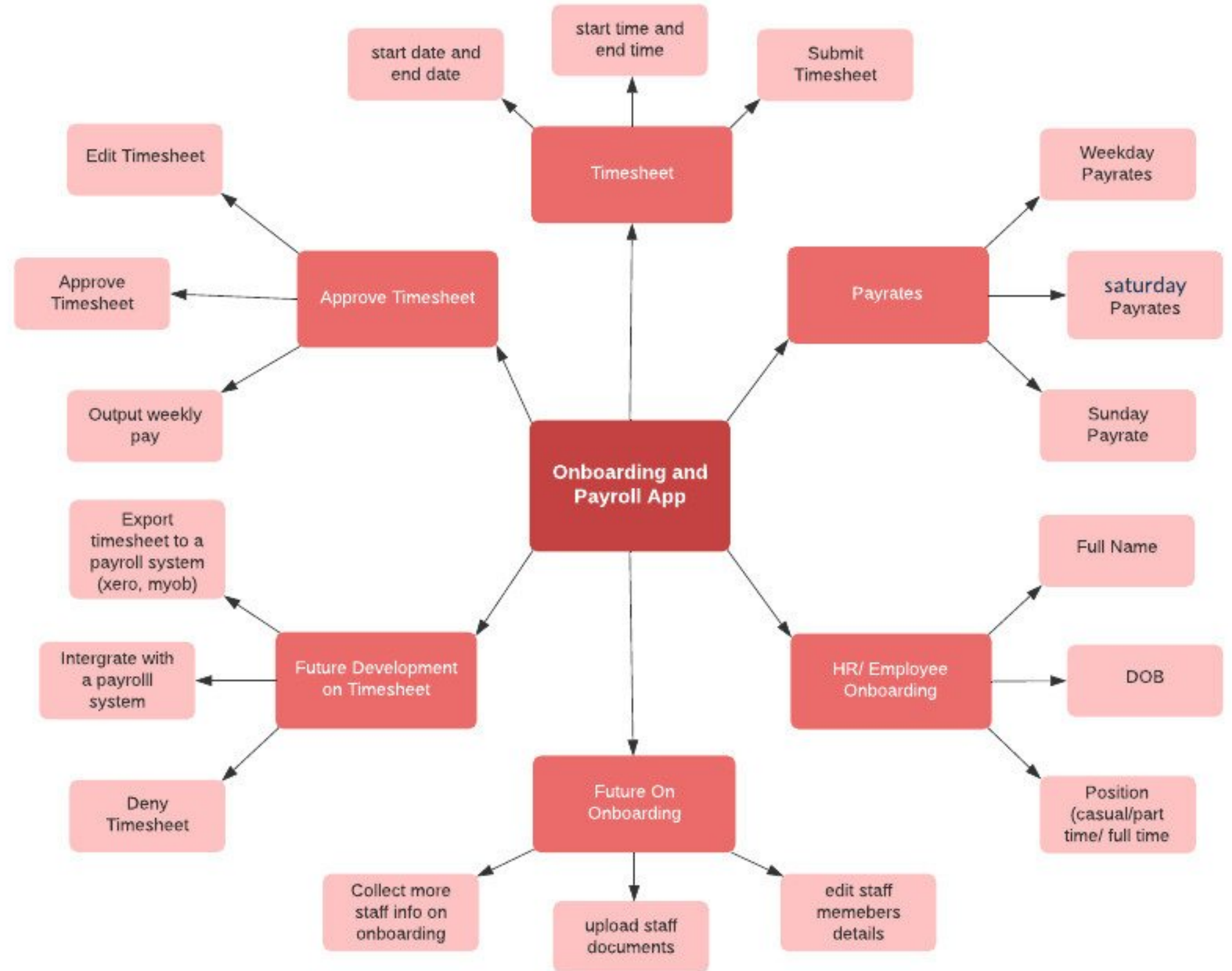
Key takeaways:

-  Brainstorming and Planning
-  Requirements and feasibility analysis
-  Design
-  Development and coding
-  Testing

Brainstorming and Planning









Onboarding and Payroll App




Requirements and feasibility analysis



Requirements and feasibility analysis elements

-  Purpose of the terminal being developed
-  Description
-  Functionality of the terminal app
-  Non Functional Requirements
-  Ethical issues and challenges
-  Creating Timeframes (Trello boards)




Planning

come up with idea

This card is a template.  



1

in storm

This card is a template. 

atures of MVP

ure features

Add a card  





Backlog



staff onboarding


  0/5

final flow chart

  0/5

+ Add a card  


+ Add a card  







Working On

staff onboarding

 Sep 27 - Sep 28   2/4 





Set Payrates

 Sep 29   1  0/4

Set Staff position





+ Add a card  

Design



Design Elements

-  The actual conceptualizing of the terminal app
-  System Flow

Development and coding



Development and coding elements

- Writing code and converting design documentation into terminal app
- Code meets the requirements
- Waterfall methodology

Code Overview

```
class Staff
  attr_accessor :full_name, :dob
  def initialize(full_name, dob)
    @full_name = full_name
    @dob = dob
  end

  def display_details()
    puts "Staff Name: #{@full_name}"
    puts "Staff DoB: #{@dob}"
  end

  "Enter Full Name"
  "Enter Date of birth"

  _details = [
    q1, q2
```

Created class staff which collects full name, and dob

We have 2 methods initialize and display

Intiliaze used for onboarding and display used just to display information

Code Overview

```
run_onboarding(staff_details)
answer = ""
staff_array = []
for staff_detail in staff_details:
    puts staff_detail
    answer = gets.chomp()
    staff_array.push(answer);
end
staff1 = Staff.new(staff_array[0], staff_array[1])
staff1.display_details()
puts "Staff Details:"+full_name

run_onboarding(staff_details)
```

Created method run_onboarding which executes the onboarding process then display the staff details entered

Ethical Issues



Key takeaways:

- collection of personal data
- work ethics- decisions on which bugs to fix

Challenges





Key takeaways:

-  installing gem files, tty

Favourite Parts



Key takeaways:

-  brain storming
-  design and planning

Important part of the code

```
def run_onboarding(staff_details)
  answer = ""
  staff_array = []
  for staff_detail in staff_details
    puts staff_detail
    answer = gets.chomp()
    staff_array.push(answer);
  end
  staff1 = Staff.new(staff_array[0], s
  staff1.display_details()
  # puts "Staff Details:"+full_name
end

run_onboarding(staff_details)
```

Class

Timesheet class, staff class, payrates class

Proper definition of class so that each object that we will be assigning will be unique, especially under timesheet



Arrays – to collect information temporarily store for the use of onboarding process

Variable- full name, dob – picking info from user input and store then push into an array

References



Refs

-  <https://ruby-doc.org/>
-  Biggest Online Tutorials Library
(tutorialspoint.com)