Emplyoee Management System UML Diagram

ruthersmith bercy | May 8, 2020

System

-emp_dao:EmployeeDao

+createEmployee():
+ saveEmployee(Empoyee):int
+handleAddingEmployee():
+handleEmployeePunches()

when the user indicate they want to add an emplyee the first method called is handleAddingEmployee

the handleEmployeePunches method is called when the user indicates they want to punch in or out

sessionFactory is autowired

EmployeeDao

-sessionFactory:SessionFactory

+save(Student):int

Employee

-first_name:String
-last_name:String
-id:int
-setOfPunches:set<Punches>

+getFirstName():String
+setFirstName()
+getLastName():String
+setLastName()
+getId():int
+setId():
+isReadyToSave():boolean

should be a table
The id field should be autogenerated

The isReadytoSave() method, first validate that the employee object is ready to be saved.
system calls dao save method which checks if employee is ready to be saved

Punches has a one to many relationship with amployee

Punches

-id:int
-inPunch:Date
-outPunch:Date

+getId():int
+setId(int):void
+getInPunch()Date
+setInPunch():Date
+getOutPunch():Date
+setOutPunch():void
+isValidPunch():boolean
+calculateHoursWorked():double?