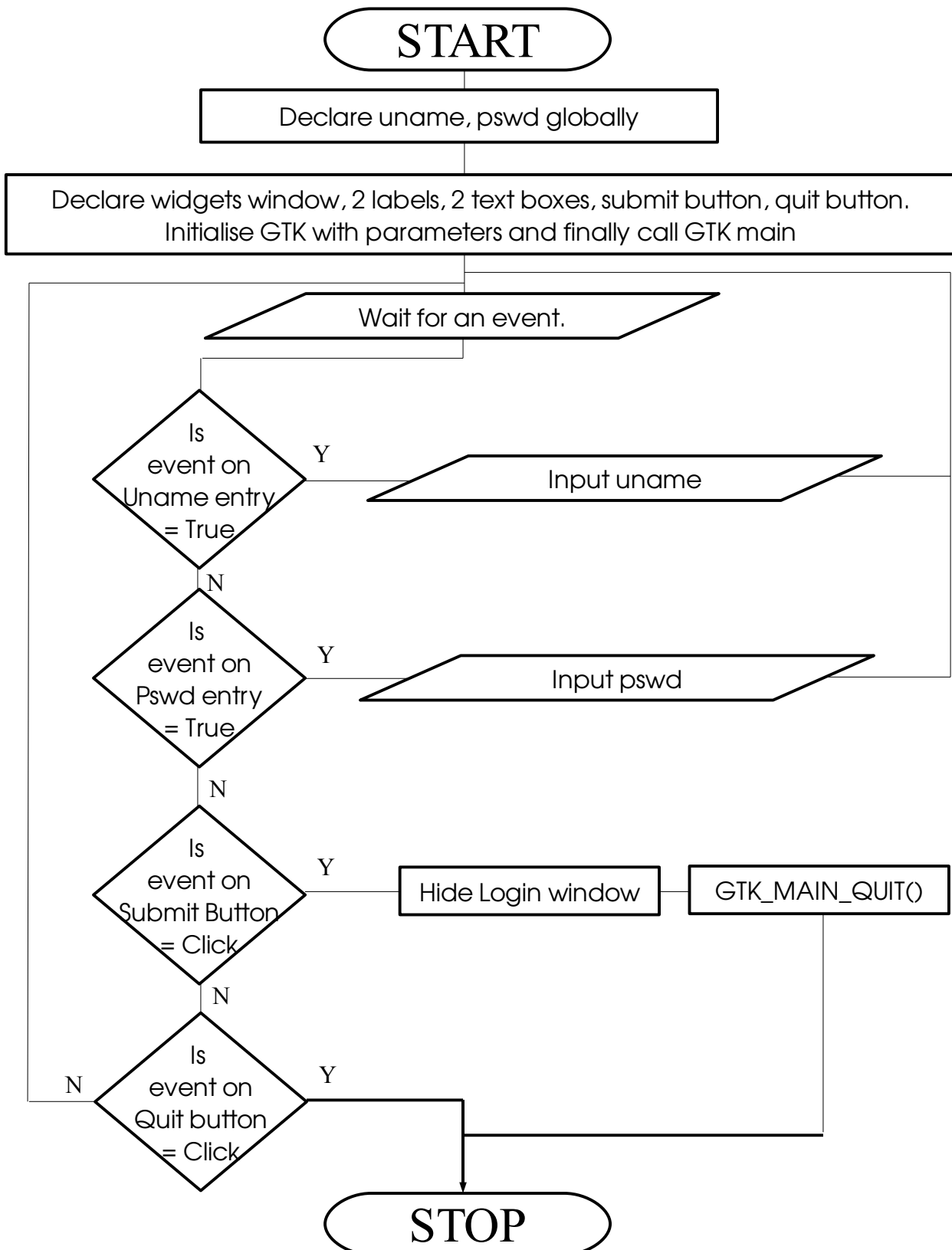


Flowchart for login module

(This module is responsible for starting graphical window for user login)



Algorithm for login window

```
//GLOBAL VARIABLE DECLARATIONS

static char uname[14]="",pswd[6]="";
const char *uname_entry,*pswd_entry;
int login_retcode = 0;

//GLOBAL FUNCTION DECLARATIONS

submit_uname()
{
    GET TEXT FROM THE TEXTBOX AND COPY IT TO THE GLOBAL UNAME VARIABLE
}

submit_pswd()
{
    GET TEXT FROM THE TEXTBOX AND COPY IT TO THE GLOBAL PSWD VARIABLE
}

submit()
{
    CHECK THE VALIDITY OF THE UNAME AND PASS VAR AND QUIT.
}

exiting_login()
{
    QUITTING THE LOGIN WINDOW
}

void login_window_content()
{
    DECLARE THE WIDGETS
    CREATE WINDOW
    CONNECT THE WIDGETS WITH SIGNALS
    FORMAT THE WIDGETS IN THE WINDOW AND ADD CONTAINERS
    SHOW WINDOW
}

//MAIN FUNCTION STARTS HERE

int login_window(int argc,char *argv[])
{
    CALL WINDOW CONTENT AND CALL GTK INIT.
    CALL LOGIN WINDOW CONTENT
    GTK_MAIN();
}
```

Space Complexity

h/w stack

FUNCTIONS	Parameters	Return address	Return type
main	2	1	1
Login_window_content	2	1	1
Exiting_login	2	1	1
Submit	2	1	1
Submit Pswd	2	1	1
Submit Uname	2	1	1

Global variables

Uname : 14

Pswd : 6

login_retcode : 2

uname_entry : 14

pswd_entry : 6

labels : 19

TOTAL : 65

Total Space Complexity:

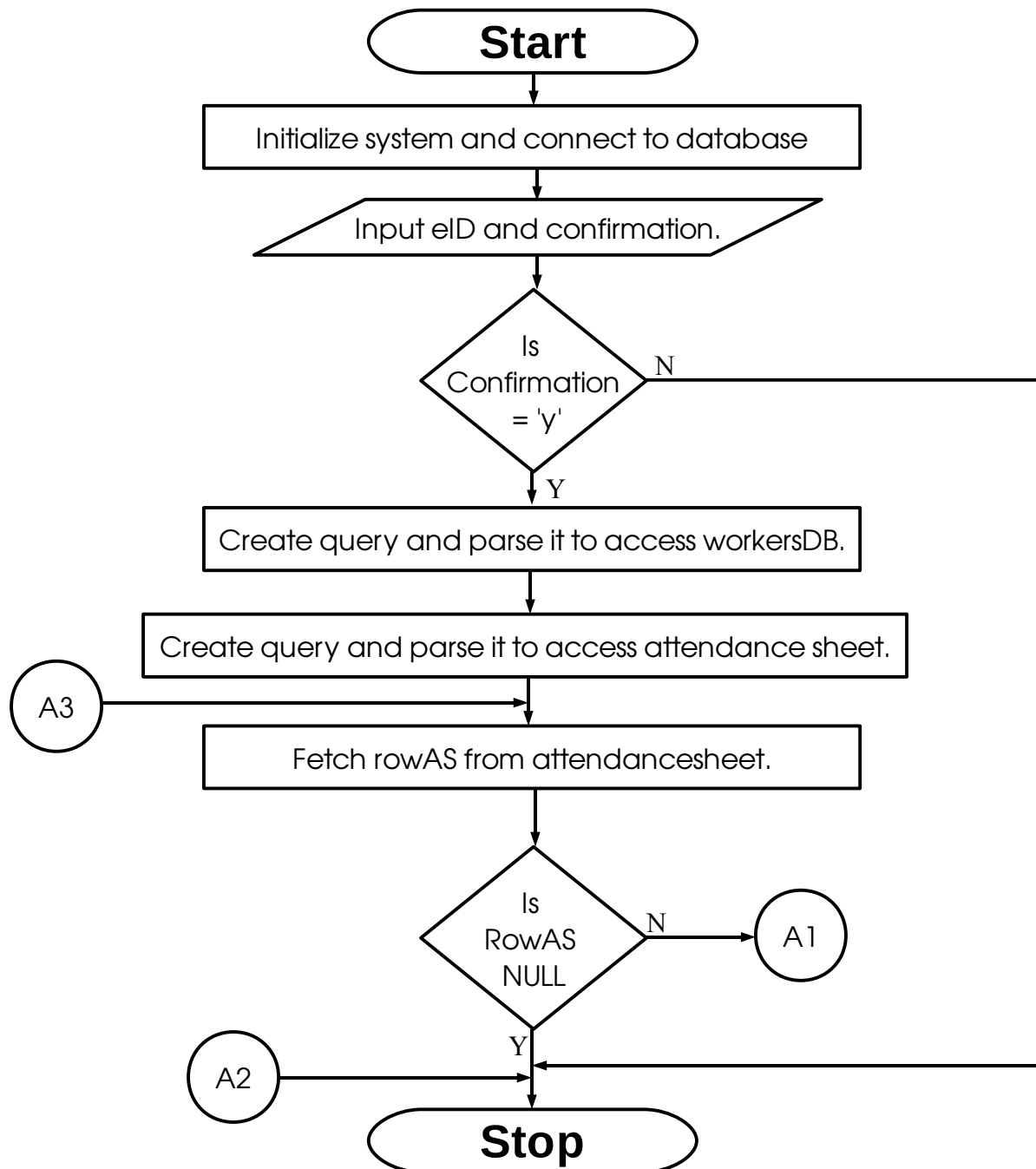
$$65 + 23 + g$$

$$= 88 + g$$

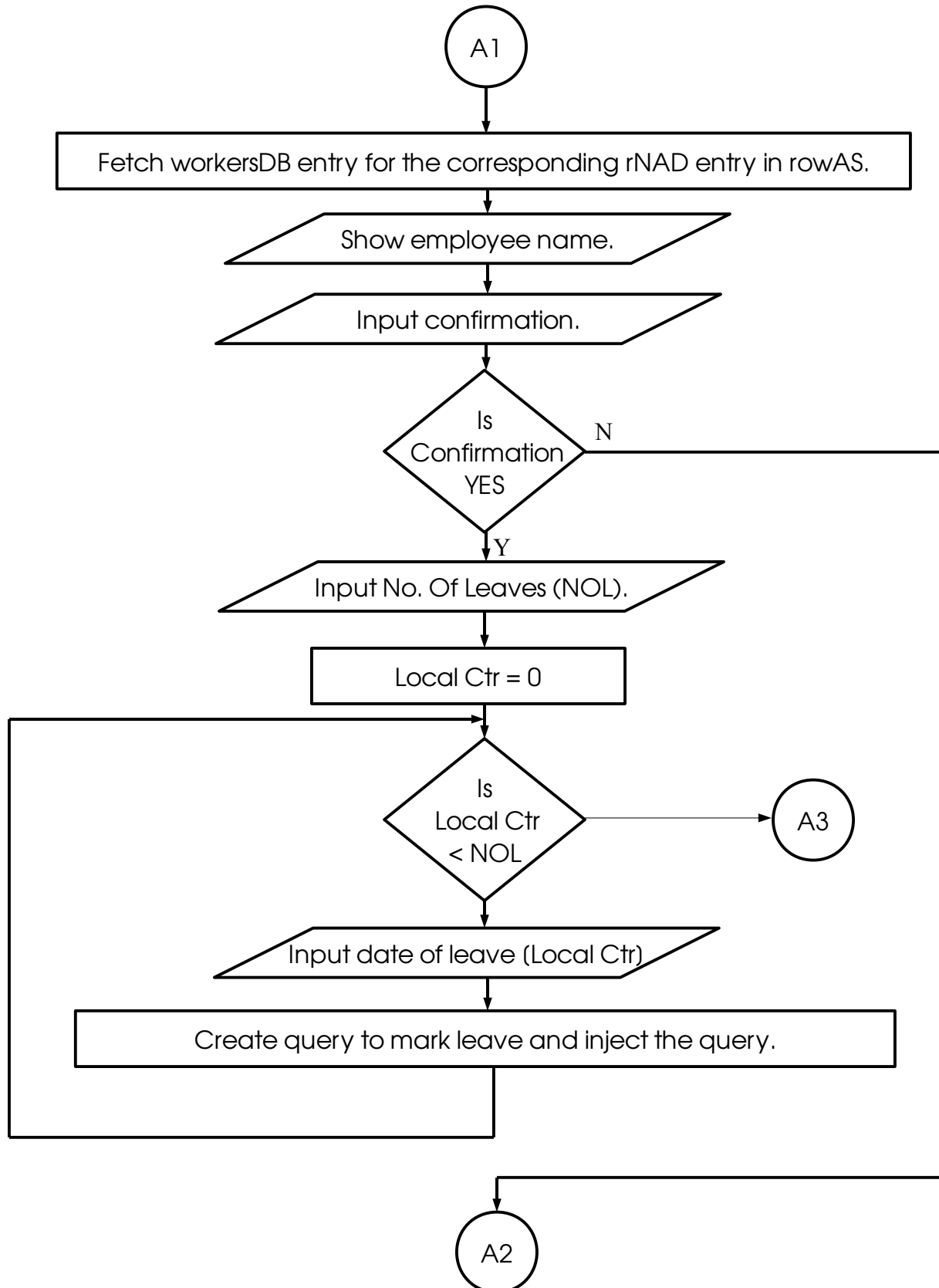
(where g is the GTK constant)

Flowchart for Sanction_leave Module

(This module is responsible for sanctioning the leaves for a particular employee for a given month)



Sanction_leave Module (Continued)



Space Complexity

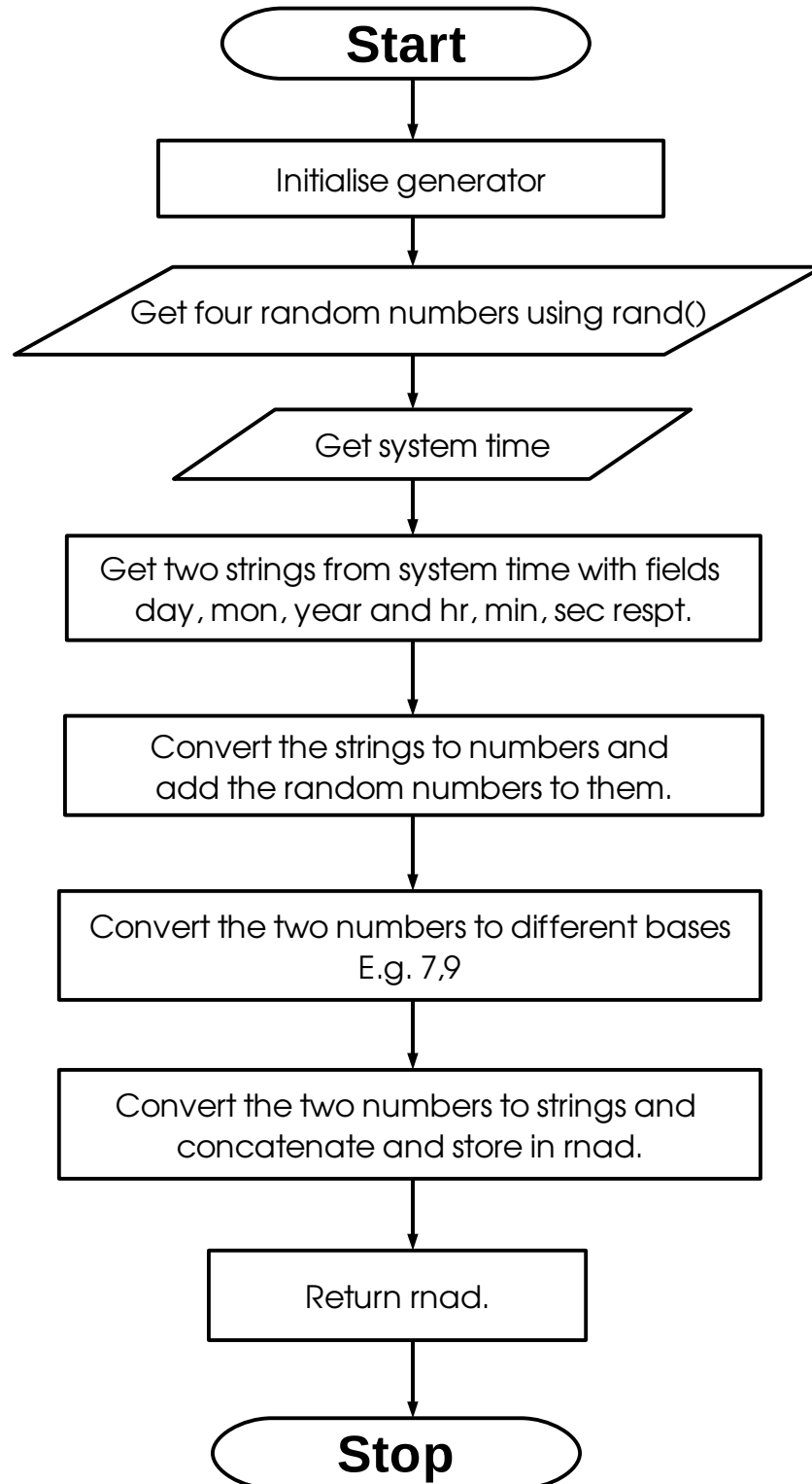
Server	10
User	5
Password	5
Database	13
Choice	1
EmpID	10
QuerySL	100
QuerySL2	100
QuerySLbck	100
retCodeSL	1
rowAS_SLstr	50
Leaves	1
Leavesbck	1
Localctr	1
day_SL	1
free_res_SL	1
day_SLstr	4
SheetSelectSL	60
TOTAL	464

Algorithm for SL

Please leave 1 page space for it I will be mailing you later

Flowchart for rnadgen module

(This module is responsible for generation of the rNAD which is associated with each worker in the workersDB.)



Space Complexity

I will mail you later about this

Algorithm for rnadgen

```
GLOBAL rnad
Algo baseConvert()
{
    //INPUT
    NUM, BASE

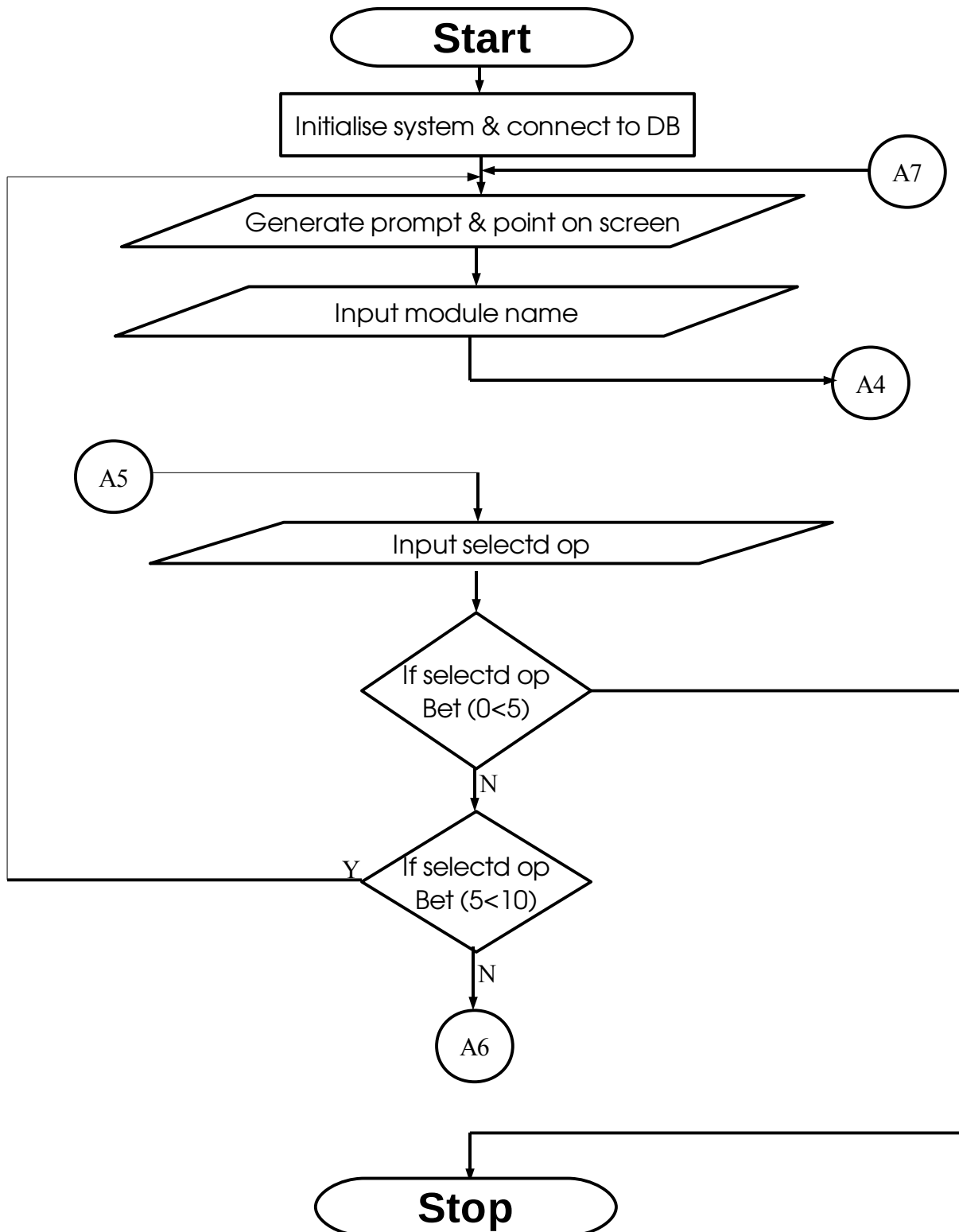
    LOOP TILL (m>0)
        rem=m%base;
        n=n*10+rem;
        m=m/base;
    END LOOP
    m=0;

    LOOP TILL (n>0)
        rem=n%10;
        m=m*10+rem;
        n=n/10;
    END LOOP
    RETURN m
}

Algo rnadGenerator()
{
    GENERATE RANDOM NUMBERS FOR r1,r2,r3,r4
    GET SYSTEM TIME IN t
    FORMAT TIME AND STORE IN arr1,arr2
    CONVERT arr1,arr2 TO NUMBERS AND STORE IN num1,num2
    ADD r1,r2,r3,r4 TO num1,num2
    CALL baseConvert FOR num1,num2
    CONVERT num1,num2 BACK TO STRING AND STORE IN str1,str2
    CONCAT str1,str2 AND STORE IN rnad
}
```

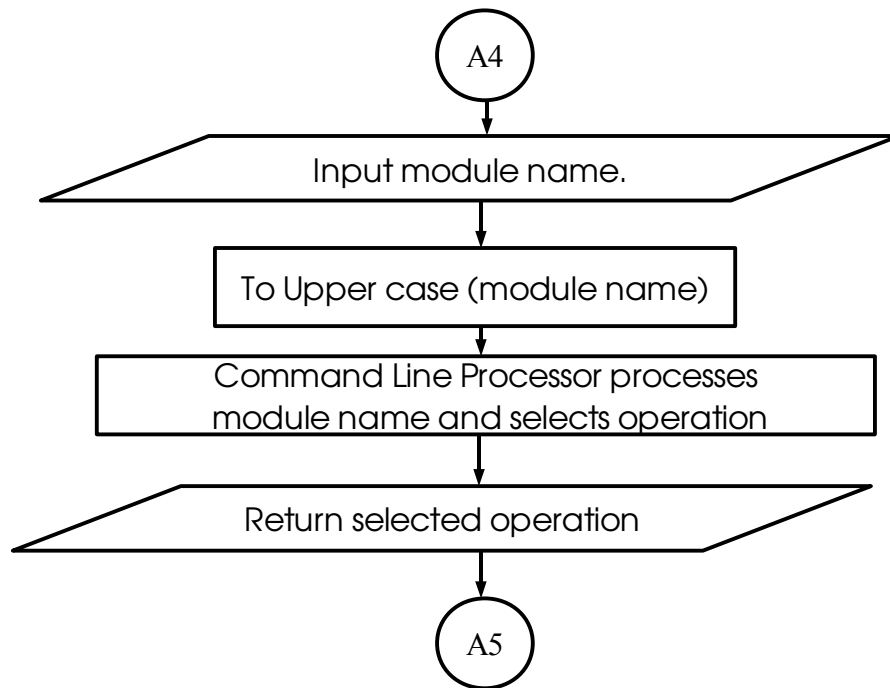

Flowchart for OPCC module

(This module is responsible for controlling different phases and some special features of omniPresence.)



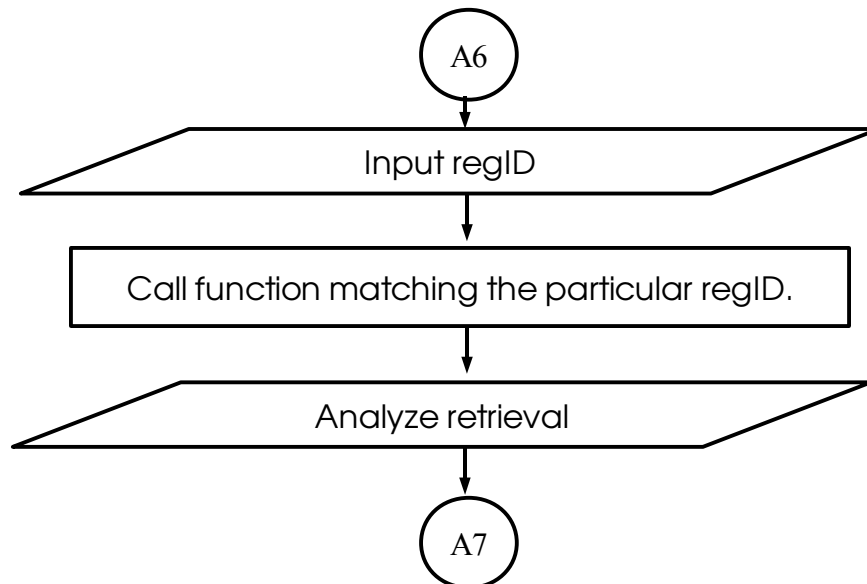
Command line Processor Module

(accepts input from the user and identifies if they are applicable to OPCC or not)



Registry Module

(brings into action those functions which the user wants to process)



Algorithm for omniPresence Command Central (O.P.C.C.)

```
//INCLUDE SYSTEM COMPONENTS (LIKE C HEADERS)
//INCLUDE CUSTOM COMPONENTS (LIKE P1, P2)
//GLOBAL VARIABLE DECLARATION
//INCLUDE OPCC COMPONENTS

ALGO OPCC
{
    INITIALISE GRAPHICAL SYSTEM
    GENERATE PROMPT AND PARSE VALUES
    LOOP WHILE shutdownOPCC NOT 1
        GENERATE PROMPT AND TAKE INPUT
        SEND INPUT TO COMMAND LINE PROCESSOR
        ANALYSE OUTPUT RETURNED FROM COMMAND LINE PROCESSOR
            IF (SELECTED OPERATION)
                SEND TO REGISTRY MODULE
            ELSE
                CONTINUE OR EXIT
        END IF
    END LOOP
    COLLECT AND SHUTDOWN SYSTEM
}

ALGO commandLineProcessor
{
    //INPUT
        COMMANDLINE ASCII
    //OUTPUT
        SELECTED OPERATION

    //WORKING
        CONVERT COMMANDLINE TO UPPERCASE
        PERFORM CHECK OF THE COMMANDLINE FROM THE EXISTING FUNCTION LIBRARY
        IF (FOUND)
            RETURN THE CORRESPONDING SELECTION CODE
        ELSE
            RETURN NOT FOUND
}
```