

PROJECT PAYROLL DESIGN

The main objective was to design a payroll system which will handle all the finances including payment of salaries at the end of each month and payment of daily wage workers on each Friday.

I have used SQLite for the database management. I have created two main classes Employee and Payroll. The Employee contains all the details of each employee including ID, password, is he a union member or not etc. The classes HourlyPaidEmployee and SalariedEmployee inherit Employee class and contain special fields applicable to each class. HourlyPaidEmployee contain the hourly rate of each worker and SalariedEmployee holds the salary and commission rate of each employee. The database manager class handles the connection of java with the database file.

The payroll class contains the main function. It contains the methods of login, register and deleting a user. The employee contains the functions DeductUnionfess, RunPayRoll. HourlyPaidEmployee holds the PostTimeCard function whereas Salaried holds the PostSalesReceipt function.

The design is not perfect now. It can be done a lot better. Now the payroll can be called by any user but a specific user should be created to run that eg admin. Also functionalities like change salary, commission rate and deduct union fees should also be allowed to only specific people.

I have made a single table for both the type of employees . There should be a separate table for each. Also different interfaces can be implemented for each payment type and its users payment details can be stored separately.

Code can be modularized further.

