PAYROLL DESIGN

KEY FEATURES

↳ Employee
- Adding Employee & details
- Modifying detail
- Delete/Remove an employee.

Two types of Employees Payment:

[by hour]   (Flat Salary)

→ hourly rate.   → last working day of month.
→ submit daily time cords   ↳ monthly salary,
    ↳ date
    ↳ number of hours
    worked

→ if work > 8hrs per day
    Salary → 1.5 X normal rate
→ paid every friday.

    ↳ Employee Commission System
        ↳ submit sales receipts
            ↳ date
            ↳ amount of sale,
        ↳ their commission rate in the employee
        record,
        ↳ paid every [other] friday.

↳ **Method of Payment**

↓ paychecks mailed to the postal address of their choice.

↓ paychecks held for pickup by the pay master.

↘ paychecks are directly deposited into bank account of their choice

↳ **Employee Union**

   ↳ weekly dues rate for union (field).
   ↳ deducted from their pay.
   ↳ Service charges
        ↳ membership fees
        ↳ festival fees etc.

   ↳ submitted by union on weekly basis
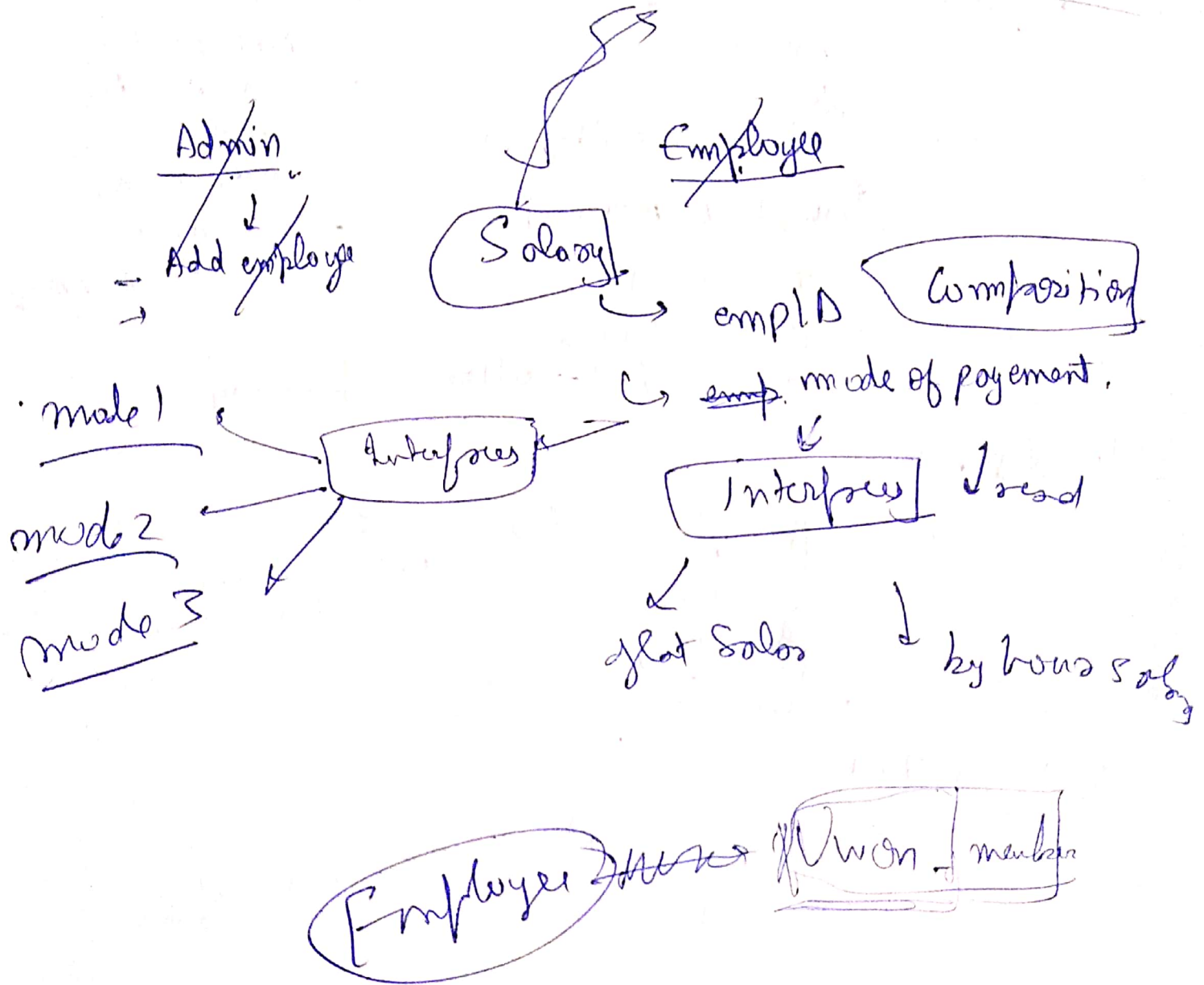   ↳ deducted from employee's next pay amount

↳ **Payroll application**

   ↳ run once each working day
   ↳ pay appropriate employees on that day

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ACTORS
→ Admin —
→ Employees

Admin

→ Add employee

Employee

Salary

empID   Composition

emp. mode of payement.

· mode 1

mode 2

Interfaces

Interface   Jsend

mode 3

flat Salo   by bous sal

Employee →→→→→ Own member

0 8 7 8 9 1 9 0 0 7

Additional Compulsory Design Implementation

Functions	Data
Admin → adding employees	ID
↳ updating entries	→ NAME
↳ deleting employees	→ CONTACT NO.
security	→ EMAIL

→ Employees → Salary Sheet
   → Attendance

→ mode of payment (h/ flat)

→ method of payment

→ Commission - apply

→ Employee_union

↳ Time card post → add salary if hourly

	→ ID
	→ NAME
	→ CONTACT NO.
	→ EMAIL
	SECTION.
	→ SALARY
	→ COMMISSION RATE

Hourly payment

↳ if [friday]   else → if
   ↳ evaluate()   ↳ evaluate
   ↳ add to pay salary   ↳ add to salary
      ↳ payment_made.
   ↳ turn salary = 0

flat payment

   ↳ if (end of month)   else
      ↳ payment_made   ↳ NULL.
      ↳ turn salary = 0

Designation

   ↳ get dept name
   ↳ get dept post

→ EmpID
→ dept_name
→ Joined date
→ Emp designation

Initial Class Diagram Design

Document Assumption
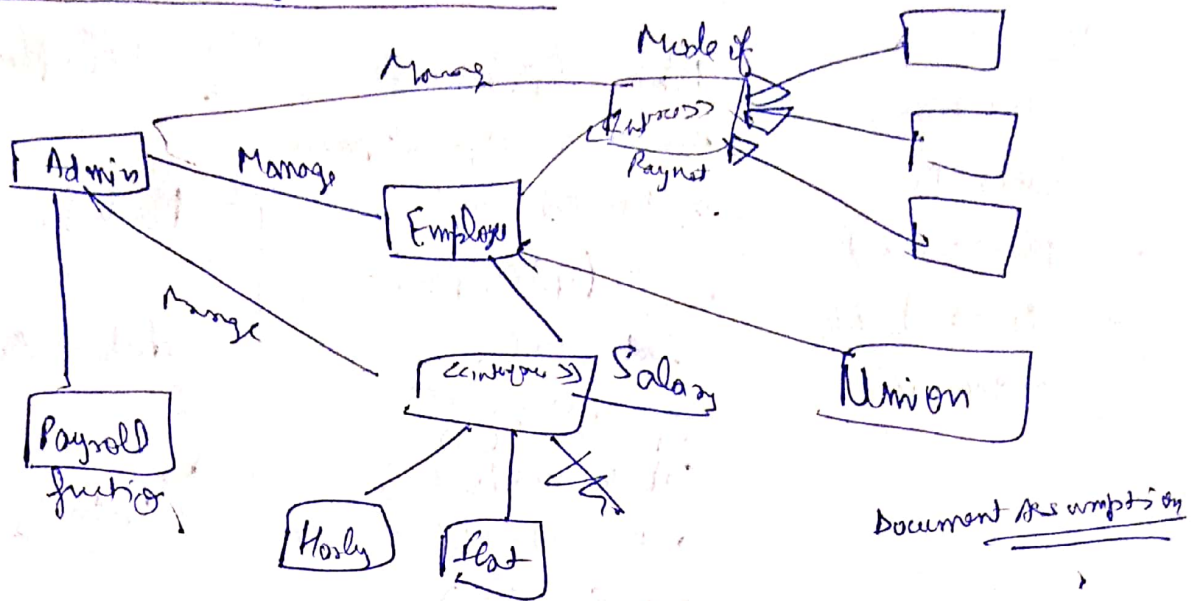
1) Admin

→ Admin ID
Contact No.
Email.
password
permission.

get Permission ( )
login ( ) ✓   logout ( ) ✓
Add Employee ( ) ⟶ Salary
  Update details.
  Delete Employee.   ↑ Update

2) Employee

Static ID
permit

→ Emp ID
✓ Name.
✓ Contact No.
✓ Address.
✓ Email

Leaves-fee
Account No..
Bank Name
password ✓
Salary. ✓
Mode of Paymt

Set Contact No ✓
get Contact No ✓
get Email ✓
get admin ID ✓

Employee (password) Get Emp Name ( )
Emp (....)   get Contact
login (ipID, pass)   get Email
logout   get Add
reset Password
get Permission.
get NO.

Admin

VARIABLES

- ID
- permission
- adminID
- password
- contact No
- email.

Admin (password)
Admin (contact, email, pass)
get Permission ( )
login (ipID, ippass)
logout ( )
reset Password ( )
set email ( )
set contactNo ( )
get contact No ( )
get Email ( )
get AdminID ( )
to string ( )
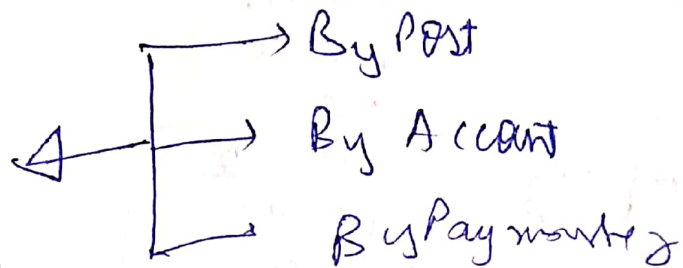Password (Generator).

FUNCTIONS/METHODS

add Employee()

Modify Emp Details

delete Employee.

→ Salary

Mode of Payment

abstract get Mode
abstract mode Details

→ By Post
→ By Account
→ By Payment y

Salary.

return Salary
Update Salary

Salary (Not changeable)

Union   (changeable ,)   → variable → UnionMember

                    isUnionMember
                    union Registration
                    union Withd raw
                    unionChangeRole.

Mode (Changeable)

           get Emp Mode ( )
           set EmpModeDetails ( )
           changeMode.( )