

County Worker Recruitment and Management System

Simplified System Analysis & Design (School Presentation)

This document presents simple top-down diagrams for the County Worker system: Context, Use Cases, DFD (Level 0), Flowchart, and ERD.

Tools

- Laptop
- Flutter framework
- Dart language
- Python for back-end logic

Next Steps (to check on 30-Sep)

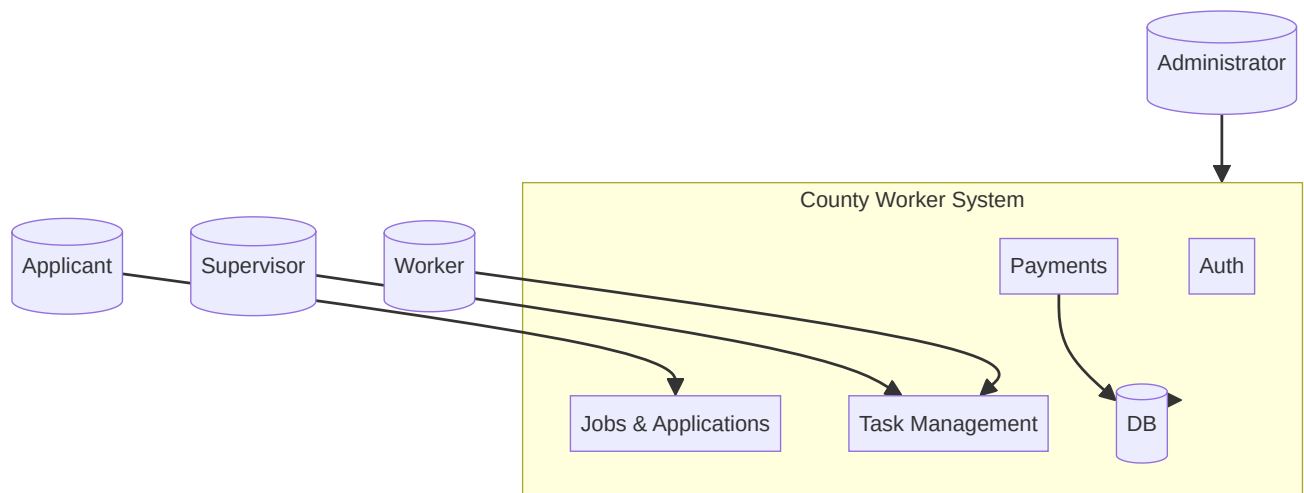
Design and model:

- **Flowcharts:** <https://www.visual-paradigm.com/tutorials/flowchart-tutorial/>
 - Sign up
 - Login
 - Job application
 - Account management
 - Contract processing
 - Task management and payments
- **Class Diagram:** <https://www.visual-paradigm.com/guide/uml-unified-modeling-language/uml-class-diagram-tutorial/>

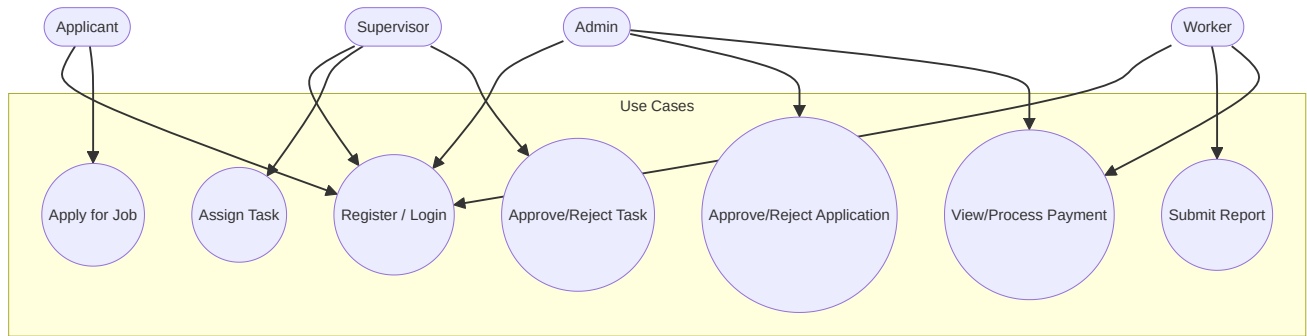
ONE class diagram with the following classes:

- User class (with four child classes):
 - Applicant_class
 - Worker_class
 - Supervisor_class
 - HR_class
- Job class
- Application class
- Task class
- Contract class
- **Use case diagram (of the entire system):** <https://www.visual-paradigm.com/guide/uml-unified-modeling-language/what-is-use-case-diagram/>
- **Sequence diagram (of the entire system):** <https://www.visual-paradigm.com/learning/handbooks/software-design-handbook/sequence-diagram.jsp>

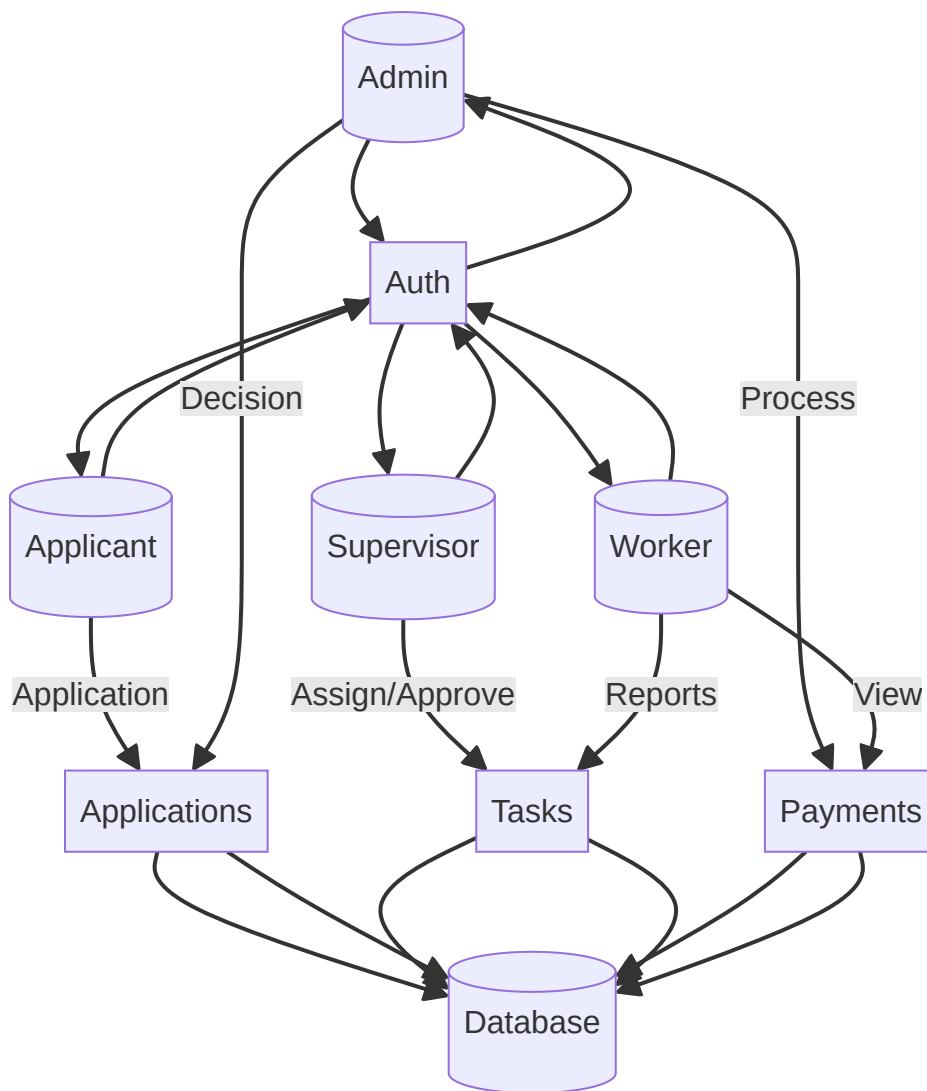
1) System Context Diagram



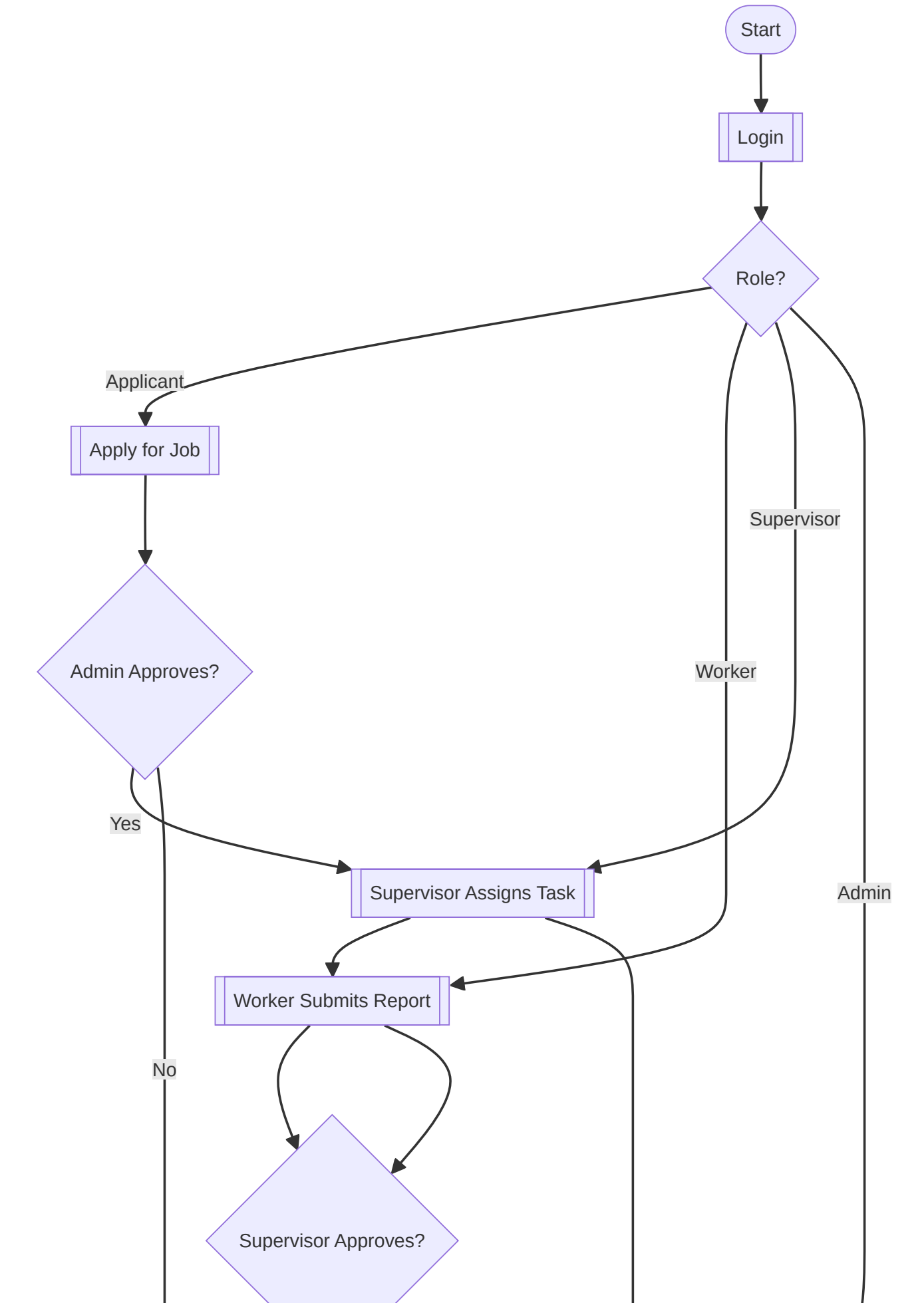
2) Use Case Diagram (Simplified)

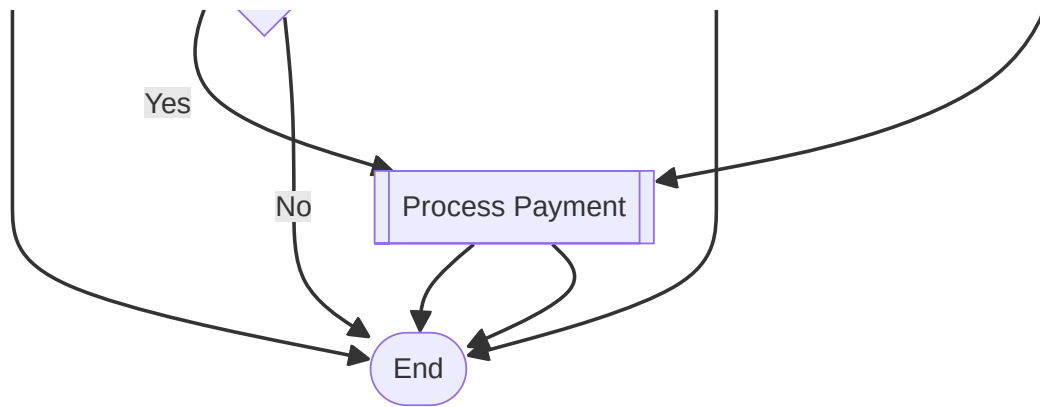


3) Data Flow Diagram – Level 0



4) System Flowchart (Simplified)





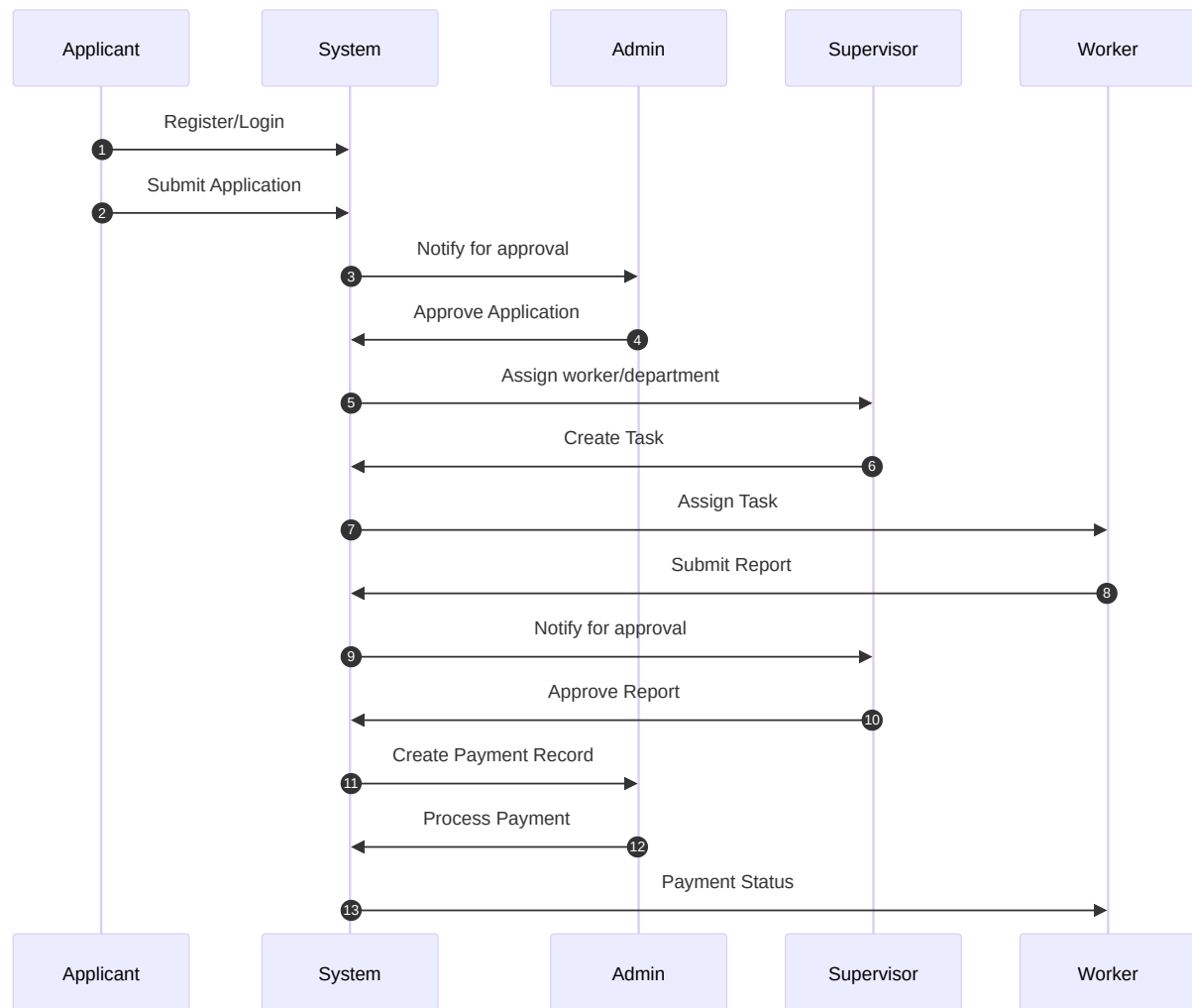
5) ERD (Simplified)



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6) Sequence Diagram (Simplified)



Short Design Summary

- **Context:** Shows roles and the system boundary with key modules.
- **Use Cases:** Lists core actions for each actor needed for demo.
- **DFD L0:** Shows overall data movement between modules and users.
- **Flowchart:** Simple flow from login to approval, task, and payment.
- **ERD:** Minimal entities and relationships that match the running app.