

Project Document: Employee Management System

Table of Contents

1. Introduction
 - 1.1. Purpose of the Document
 - 1.2. Project Overview
 - 1.3. Scope
2. System Requirements
 - 2.1. Functional Requirements
3. Technologies Used
4. Conclusion
5. References

1. Introduction

1.1. Purpose of the Document

The purpose of this document is to provide an overview of the Employee Management system developed using Python. It outlines the system's requirements, architecture, features, user interface, testing procedures.

1.2. Project Overview

The Employee Management System is a Console-Based Application that allows users to perform various banking activities such as Add Employee Details, Delete Employee details, update employee details etc.

1.3. Scope

The scope of the Banking System project includes the following functionalities:

- Add
- Delete
- Search
- Update

2. System Requirements

2.1. Functional Requirements

Define the class Employee with following fields:

Employee id, Employee name, Salary, Age, Gender, Address, City, DOB, DOJ, Department Name, Designation, Pan Card number, Aadhar number

1. Add the record of Employee
2. Delete the record of Employee
3. Update Employee Details
 - a. Update name of Employee
 - b. Update address of Employee
 - c. Update DOB of Employee
 - d. Update Salary of Employee
 - i. Update the salary of specific Employee by Employee id.
 - ii. Update the salary of all Employees working in specific department
 - iii. Update the salary of all Employees.
4. Search details of Employee
 - a. Search by Employee id
 - b. Search by Employee name
 - c. Search by Department name
5. Display the details of Employee with highest salary
6. Display the details of Employee with lowest salary

Use OOPS concept to implement the above project

3. Technologies Used

List the programming languages, libraries, frameworks, and tools used to develop the system.

4. Conclusion

Summarize the key points and goals achieved through the development of the Online Banking System.

5. References

Include any references to external resources, documentation, or libraries used during the project.