**BSI UI Analysis-What If**

**Summary**

You can use the What-If Tool to:

* Add, copy, change and delete test employees. See [Employee Information](http://www.mybsi.com/ProductHelp/eTaxFactory11/EmployeeInformationWhatIfTestMain.htm).
* Add, copy, edit and delete employee and employer taxes for your test employees. See [Tax Details](http://www.mybsi.com/ProductHelp/eTaxFactory11/New_Folder/What-If-TestTaxDetails.htm).
* Add, edit and delete employee and employer contributions for your test employees. See [Garnishment Details](http://www.mybsi.com/ProductHelp/eTaxFactory11/What-If_Test_-_Garnishment_Details.htm).
* Run tax calculations for your test scenarios. See [Tax Details](http://www.mybsi.com/ProductHelp/eTaxFactory11/New_Folder/What-If-TestTaxDetails.htm) and [Garnishment Details](http://www.mybsi.com/ProductHelp/eTaxFactory11/What-If_Test_-_Garnishment_Details.htm).
* View and print the test results using the **View PDF** feature.  
  **IMPORTANT**: For best results viewing PDFs, use of Internet Explorer 8 is not recommended.

**Note**: Adding employee and employer taxes for your test employees can be accomplished by using the [TaxLocator](http://www.mybsi.com/ProductHelp/eTaxFactory11/new_taxlocator.htm) tool.

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**Grid with Columns:**

**Type: Editable Type 1 grid**

* **Employee code**
* **Employee Name**
* **Check date**

**Features:**

* **Buttons: Copy, CSV, Excel, Print**
* **Search bar**
* **Ability to add new, edit & delete**

**Related Activities:**

* **Custom Garnishment Formulas**
* **Custom Tax Codes**
* **Garnishment Groups**
* **Message Viewer**
* **Unemployment Overrides**

**Related Screens:**

* **Manage Employee Information Form**
  + **Fields (See Screen shot below)**
  + **Needs buttons for:**
    - **Tax Details**
    - **Garnishment Details**

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* **Tax Details**
  + **Grid with Columns:**
  + **Type: Editable Type 1 grid**
  + **Columns:**
    - **Tax Code**
    - **Authority Name**
    - **Tax Type/ User Tax Type**
    - **Tax Name**
    - **Formula #**
    - **Formula**
  + **Features:** 
    - **Buttons: Copy, CSV, Excel, Print**
    - **Search bar**
    - **Ability to add new, edit & delete**
  + **Additional Buttons**
    - **Tax Locator**
    - **Calculate Taxes**
    - **Back to Employee Info**
    - **Select a Different Employee**

**Related Activities**

* [Custom Garnishment Formulas](https://tf11-lab.bsi.com:51001/modeling/customGarnishmentFormulas.action)
* [Custom Tax Codes](https://tf11-lab.bsi.com:51001/modeling/customTaxCodes.action)
* [Garnishment Groups](https://tf11-lab.bsi.com:51001/modeling/manageGarnishmentGroup.action)
* [Message Viewer](https://tf11-lab.bsi.com:51001/messageRun.action)
* [Unemployment Overrides](https://tf11-lab.bsi.com:51001/modeling/compsListUnempOverrides.action)
* **Tax Locator**

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**Summary: - This is for all screens listed above**

**Improve the UI flow by having all info listed as a dashboard on the page**

**When a user makes changes a modal will pop-up . When data is entered and submitted this data will be saved to the redux store.**

**The dashboard should indicate what data screens have been completed**

**Once the user has completed entering data then they would click a calculate button.**

**Data from the related redux store is then sent to the server. This info is return as a pdf that will be seen as a popup. The user will be able to save or print this report**

**Improve the UI with the new ui library, icons etc**

**Improve the layout , buttons**

**Links to related screens and add should be buttons in the new ui**

**Use the New improved icons for Add, Edit, Info, etc**

**Will need to configure grid metadata and form field Metadata**

**Mock up:**

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