

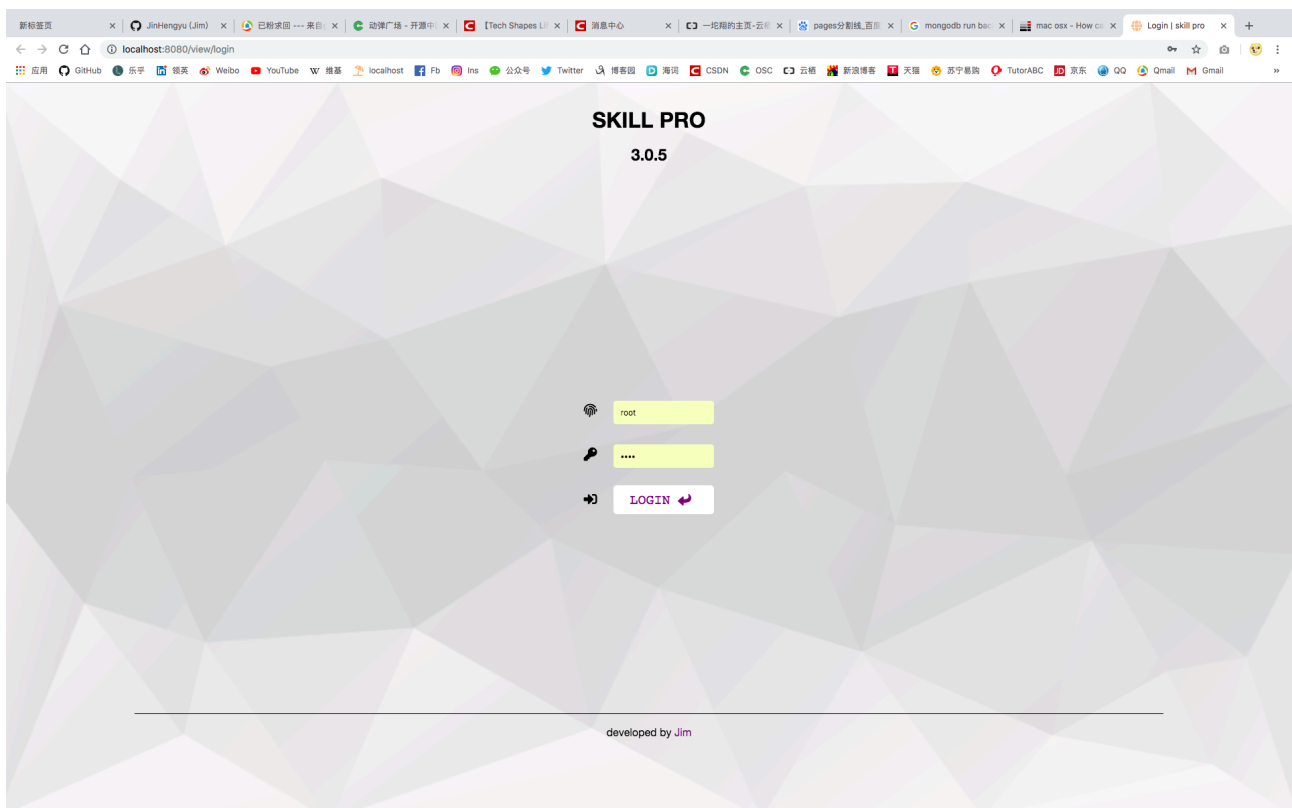
# WORKING INSTRUCTION

## competence tool

Tue Oct 09 2018 08:53:54 GMT+0800 (China Standard)

### login

visit the site from B/S/H Intranet: <http://10.88.33.124/> or <http://naaslxrgedcom01.bsh.corp.bshg.com/>



this screenshot is from localhost on my Mac , u shall pay a visit to the url or ip address provided above

### Username & Password

I initiated 6 department within GED:

SEG, TMG, HWP, SDC, TMI, DDG

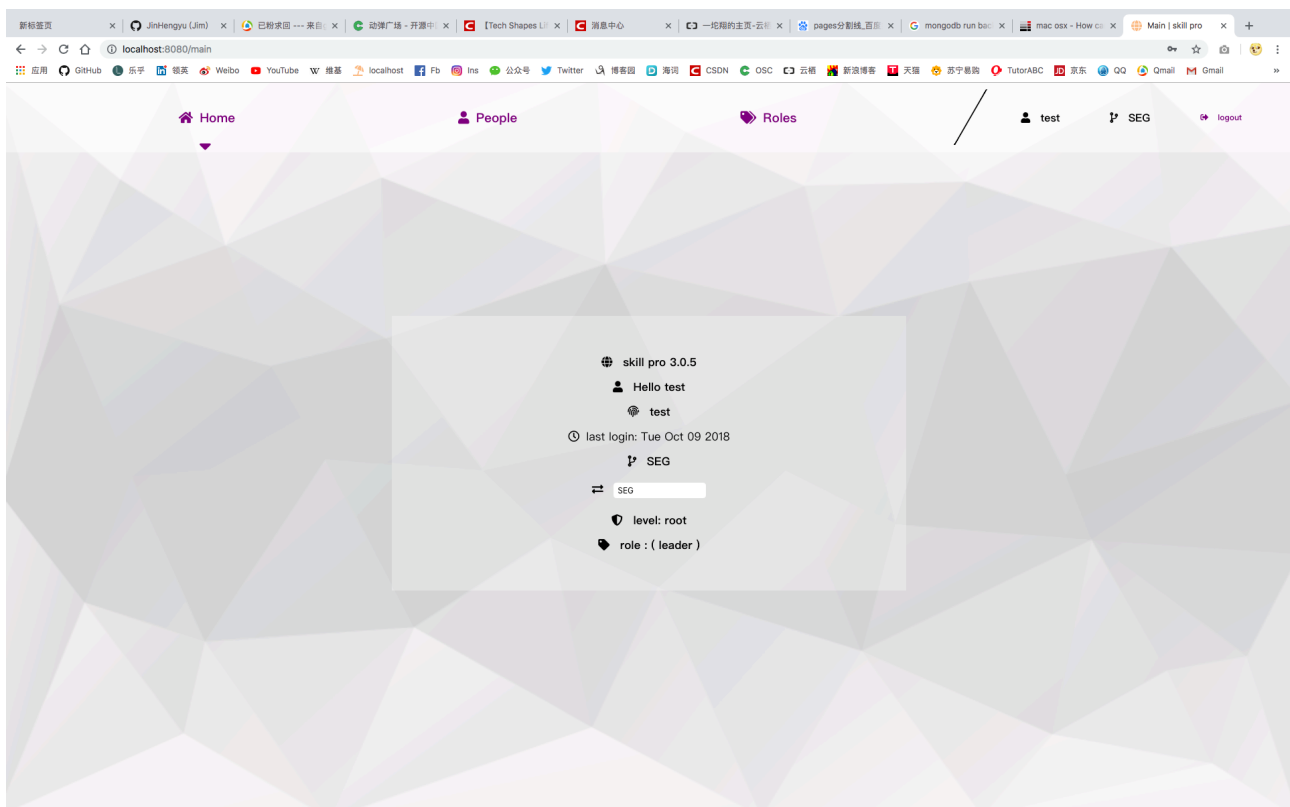
with each dept a leader or root account, and they have all been infomed before :)

initial username is ur company e-mail address ( case insensitive ) and initial password is also ur email but with all chars toLowerCased

(both can be altered afterwards)

## Home Page

after logging in successfully , u may see the main home page :



(this is a test account)

in the center of the page , u can get the info of  
the system name and version ( skill pro 3.0.5),  
ur name ( Hello test),  
ur username ( test),  
ur last-login datetime (last login: Tue Sep 11 2018),  
current focuxed dept ( SEG)  
the level of ur user accout ( level: common employee)

ur role ( role : ( leader ))

## different levels of user account

let take a quick look into the mechanism of user-level:

there r 3 types of level : staff(employee), leader(manager) and root(boss)

Staff is the lowest one , which is designed for common employee ,who could only read/update his or her own data; Leader is middle-level whose power is limited in his or her dept and has access to all the people in this dept; Root is highest level of user and can do anything( including switching depts)

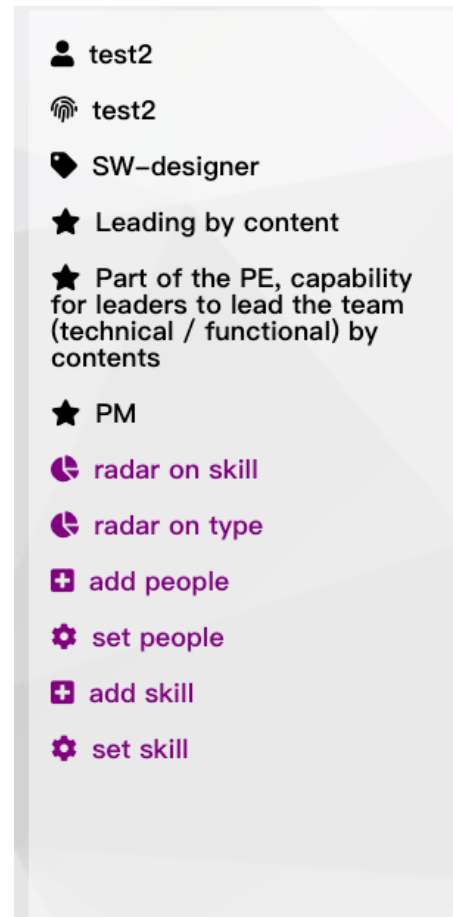
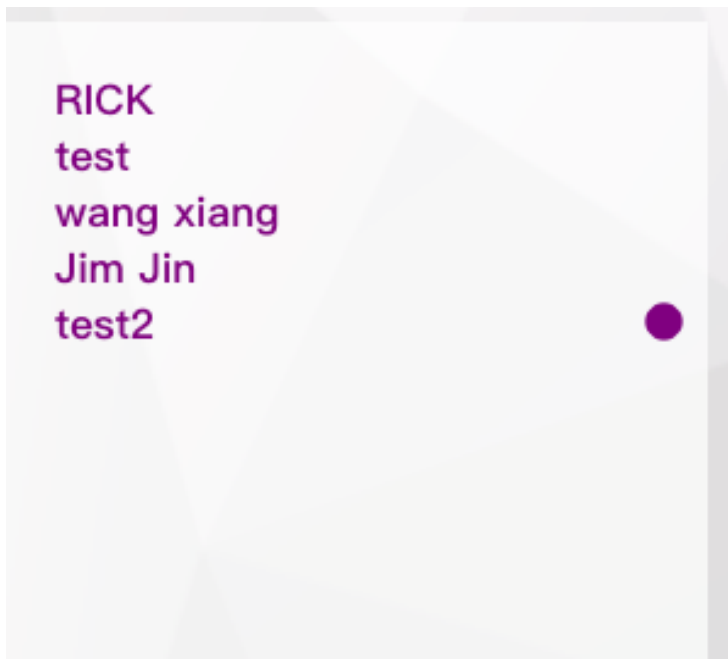
## People Page

let 's jump straight into the 'people' tab:

Competence	Type	Attribute	Role Tar...	My Target	Actual Score	Action	Action St...
Project management	PM	common	4	0	0	Others	
Product Engineering	PM	common	5	1	1		
Leading by content	PM	common	3	2	2		
purchasing process	PM	common	4	3	3		
Problem solving	PM	common	5	4	4		
User Experience	Dev. Mehtod	common	3	5	5		
Agile development	Dev. Mehtod	common	4				
Visualisation and interpretation of test...	Dev. Mehtod	common	5				
Design for reliability	Dev. Mehtod	common	4				
BSH Development systems	Dev. process	common	4				
ePDP / SW-PDP	Dev. process	common	4				
Requirement engineering	Dev. process	common	4				
Configuration and release management	Dev. process	common	5				
ePACT: internal communication	Digitalization and Con...	specific	5				
ePACT: external communication	Digitalization and Con...	specific	4				

the top of the window is still the menu, the body part is the people-based skill grid

the people list shows all the member in the current dept ( i can see other people cuz i'm root level) and u can choose any body visible in the list:



pretty easy and clean , isnt it ?

im using a structure called Card-Layout which is meant to be user friendly and similar to Material Design

in the right of the window laying the info panel

where we can get the info of focused element like people , role and skill, and a few button in the bottom whose function is obvious from their name

## Main Grid

the middle of body is the grid panel:

Competence	Type	Attribute	Role Tar...	My Target	Actual Score	Action	Action Sta
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Leading by content	PM	common	3	2	2		
purchasing process	PM	common	4	3	3		
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i chose ag-grid enterprise to power the data cuz ag-grid is so powerful and beautiful at the same time :-)

in this excel-like table u can :

- scroll freely both horizontally and vertically
- drag & drop any column to reorder
- choose a skill object by clicking it
- resize and width of column by dragging
- edit cell by double click a editable cell
- sort any rows
- filter any rows & columns
- group any columns

and many more detailed features waiting for u to find out !

## Radar



it's a light-weight radar chart framework i wrote few months ago , and fit the competence grid well

just click the “radar on skill” or “radar on type” button on the right bottom and system will draw every 6 skills/types based on a people/role , ( filtered skills/types invisible )

on every radar we portray 3 loops containing personal target , role target and actual score

## People? Role? Skill? Type?

these concepts easy enough , basic objects just go around a people and a skill and a lot of data(like target and action) related to the people and the skill ; when going upper , we group many people to a single role , many skills to a single type, and then aggregate the data based on role and type ,that's all ^\_^

Thx