

## OPTIMIZING THE EFFICIENCY OF EMPLOYEE IN A COMPANY AND PROVIDE FACILITIES ACCORDINGLY

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### ABSTRACT

Everything has been computerised in our age of ever-increasing technologies. The human workforce has grown as a result of the growing number of job opportunities. As a result, a system that can handle the data of such a vast number of people in a company is required. Because of its user-friendly design, this project makes maintaining records easier. The "EMPLOYEE EFFICIENCY" was created in order to overcome the issues that were in the practising manual system. This software is being supported in order to minimise and, in some circumstances, reduce the difficulties that this current system is experiencing. Furthermore, this system was created to meet the specific needs of the organisation in order to carry out operations in a smooth and efficient manner. The application is reduced as much as possible to avoid errors while entering invalid data. No formal knowledge needed for the user to use this system. Thus by this all it provides it is user-friendly. After successful authentication, this project will allow the administrator to add new employees. New departments and postings can also be created by the administrator. It can be allocate the Employees to different departments at different Posts.

**Keywords:** Administrator, Department, Data, Employee, Authentication.

### I. INTRODUCTION

Every organization, whether big or small, has human resources challenges to overcome. every organization has different employee management needs, therefore we design exclusive employee management system that are adapted to your managerial requirements. This is designed to assist in strategic planning, and will help you ensure that your organization is equipped with the right level of human resources for your goals. Also, for those busy executive who are always on the go, our systems come with remote access features in employee management system is time tracking for employees. Effective time tracking mechanism saves both time and money for the organization.

### II. IMPLEMENTATION OF SECURITY MECHANISMS AT VARIOUS LEVELS

**Data security system :** The data security system allow data to be securely transmitted between the various components of the e-commerce portal. The includes transmission of product , merchant and customer information from the content management system to the website, and also the transmission of data from the website to the content management system.

**Folder security using .htaccess:** The .htaccess file in your site directory is a configuration file that allows you to override your web server's settings. You can enable/disable extra functionality and features to secure your site against spammers, hackers, and other threats with the right commands.

**Prevent Directory Browsing:** protecting directories from being listed is, at best, security by obscurity. That is, its hiding your stuff from view , preventing meddling visitors from browsing through your directories

### III. SYSTEM DESIGN

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1.) The initial design phase: The system is designed at the block level at this phase. The blocks are built on the foundation of the problem identification phase's analysis. Different blocks are constructed for various functions, with a focus on reducing information flow between them.

2.) Secondary design phase: In this step, each block is detailed.

Design various blocks for overall system processes.

- Create smaller, more manageable components for each block.
- Create a variety of database structures.
- Specify programme specifics to achieve desired functionality.

#### **IV. USER INTERFACE DESIGN**

The dialogue between a user and a computer is the subject of User Interface Design. Everything from launching the system or signing in to the eventual presentation of required inputs and outputs is covered by it. A conversation is the overall flow of screens and communications.

Various guidelines for user interface design are outlined in the steps below:

1) The user of the system should always know what to do next.

2) The screen should be designed so that different sorts of information, instructions, and messages are all displayed in the same general region.

3) Messages, directions, and other information should be presented for long enough for the system user to read.

4) Only use display attributes when absolutely necessary.

5) Default values for user-enterable fields and answers should be provided.

6) A user should not be allowed to proceed without correcting an error.

#### **V. TESTING**

Testing is the process of putting a system through its paces with manually generated data to see if it is performing as expected. The system is used experimentally during system testing to ensure that the software does not fail. In other words, it will function according to its specifications and in the manner that customers anticipate. Special test data is entered into the system for processing, and the findings are analysed. A small number of users may be permitted to use the system so that analysts can see if they attempt to utilise it in unexpected ways. It's preferable to find out about any surprises before the company uses the system and becomes reliant on it. Testing of a system is generally done in two phases – One is unit testing which is done for each module independently on its completion and the other is System Testing which is done at the end of a project.

#### **VI. VALIDATION CRITERIA**

The validation criteria in this project are as follows:

In System also, the user inputs are validated before storing them, and then further for displaying etc. The main validations that are done in system are as follows-

All the screens have a similar look and feel. They all have almost same color combinations in its background. This provides a better user interface to the users.

1. The primary key values cannot be duplicated.

2. All the entries in any combo box have been sorted in alphabetical order. This helps a user while selecting a value from the combo box.

#### **VII. IMPLEMENTATION AND TESTING**

##### **Implementation**

This phase of the systems development life cycle refines hardware and software specifications, sets programming plans, trains users, and executes comprehensive testing processes in order to evaluate design and operating specifications and/or give the basis for further modification.

**Technical design** - This activity adds detailed technical specifications and documentation to the specifications created during new system design.

**Test planning and specifications** — This activity creates precise test specifications for particular modules and programmes, task streams, subsystems, and the entire system.

**Programming and Testing** — This task entails the actual creation, writing, and testing of software units or modules.

**User Training** – This activity encompasses writing user procedure manuals, preparation of user training materials, conducting training programs, and testing procedures

## VIII. REQUIREMENTS

### SOFTWARE REQUIREMENTS

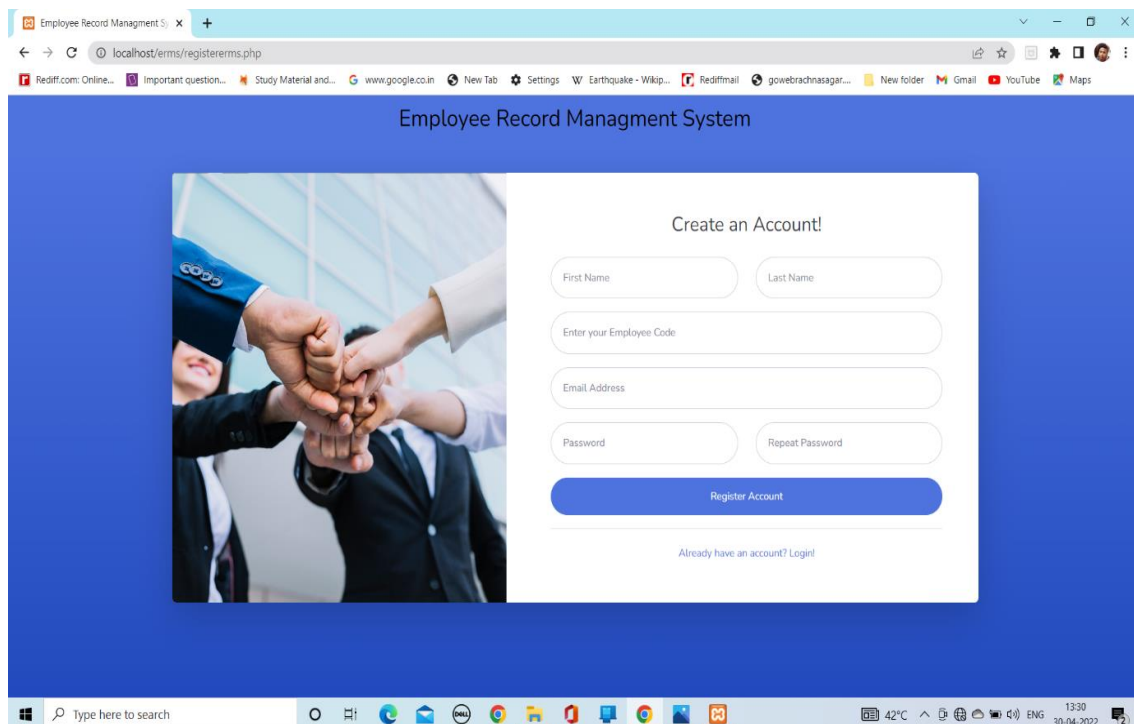
The minimum software requirements needed for developing and implementing this application is as follows

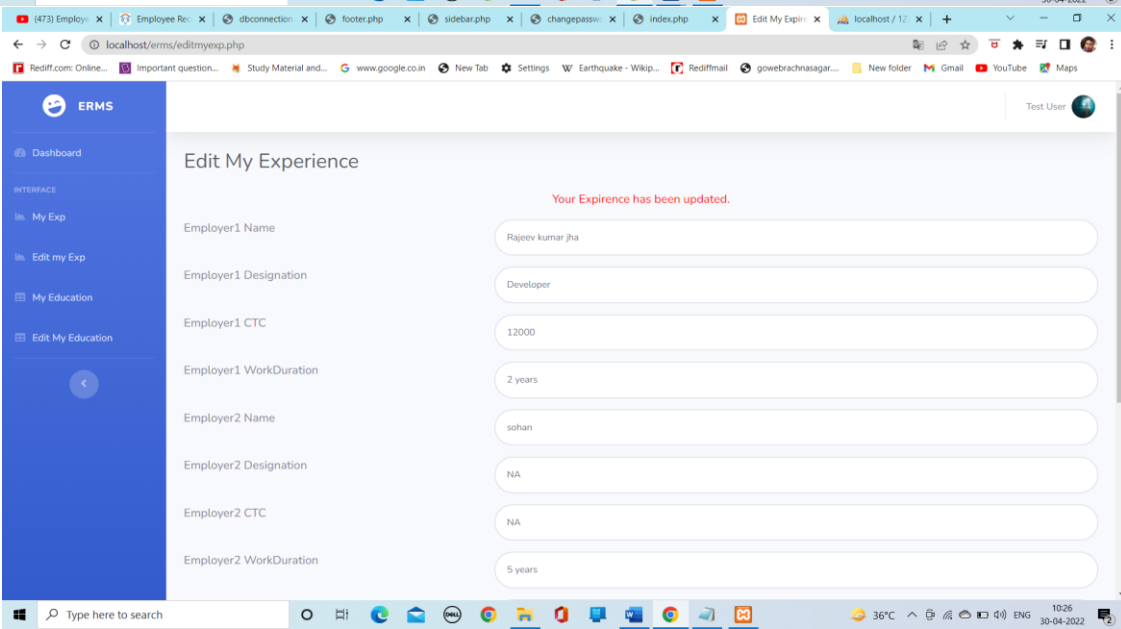
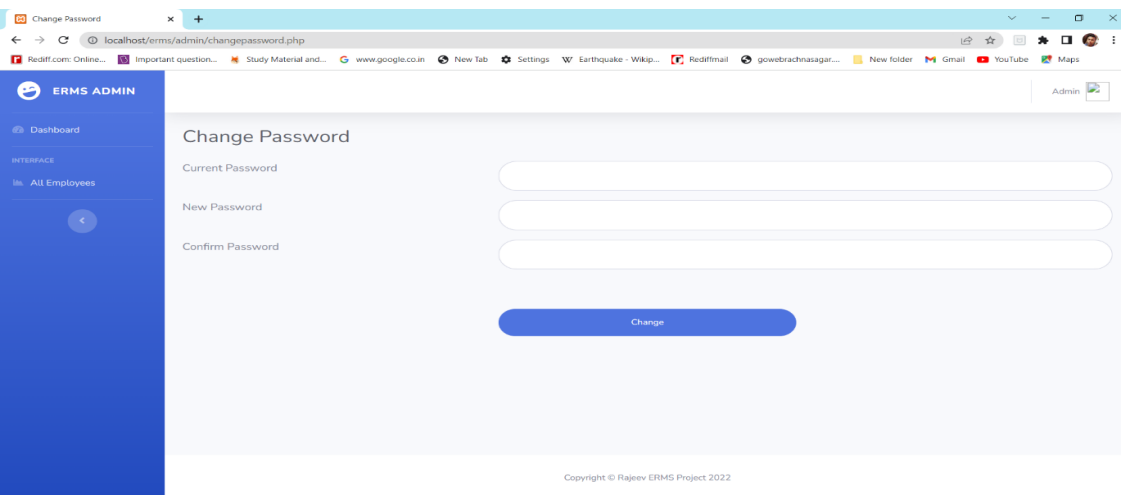
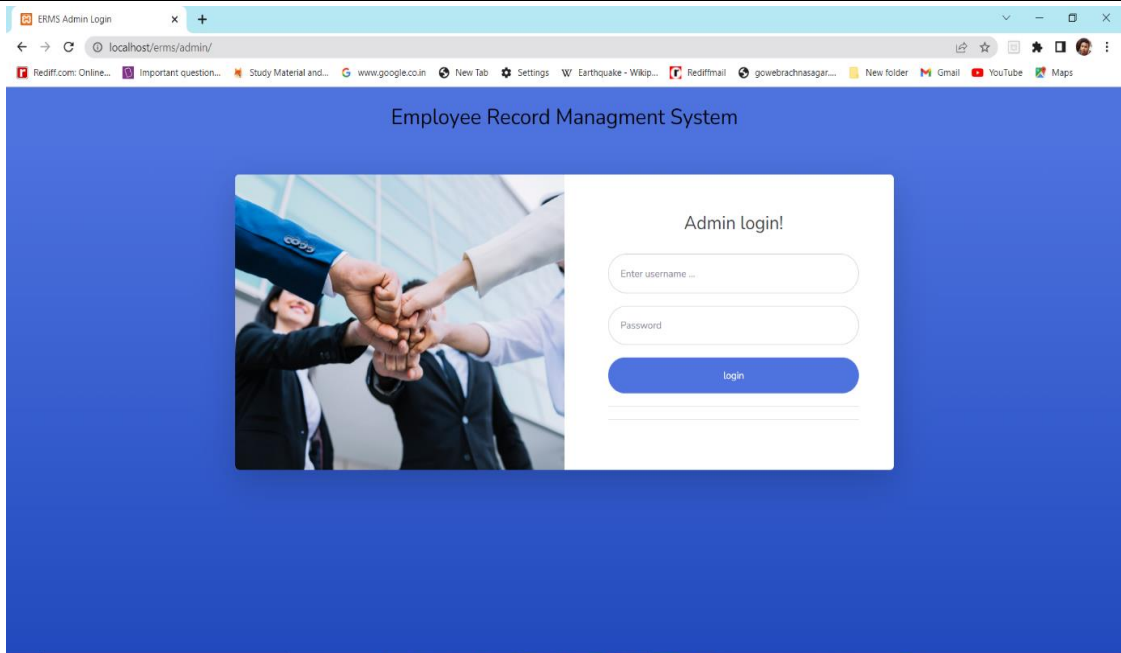
<b>Platform</b>	:	Windows 11
<b>User Interface Design</b>	:	Html , jquery ,php ,css
<b>Web Browser</b>	:	Mozilla, Google Chrome
<b>Language Used</b>	:	Php5.6, Php7.x
<b>Front End</b>	:	Visual studio
<b>Back End</b>	:	MySQL 5.x

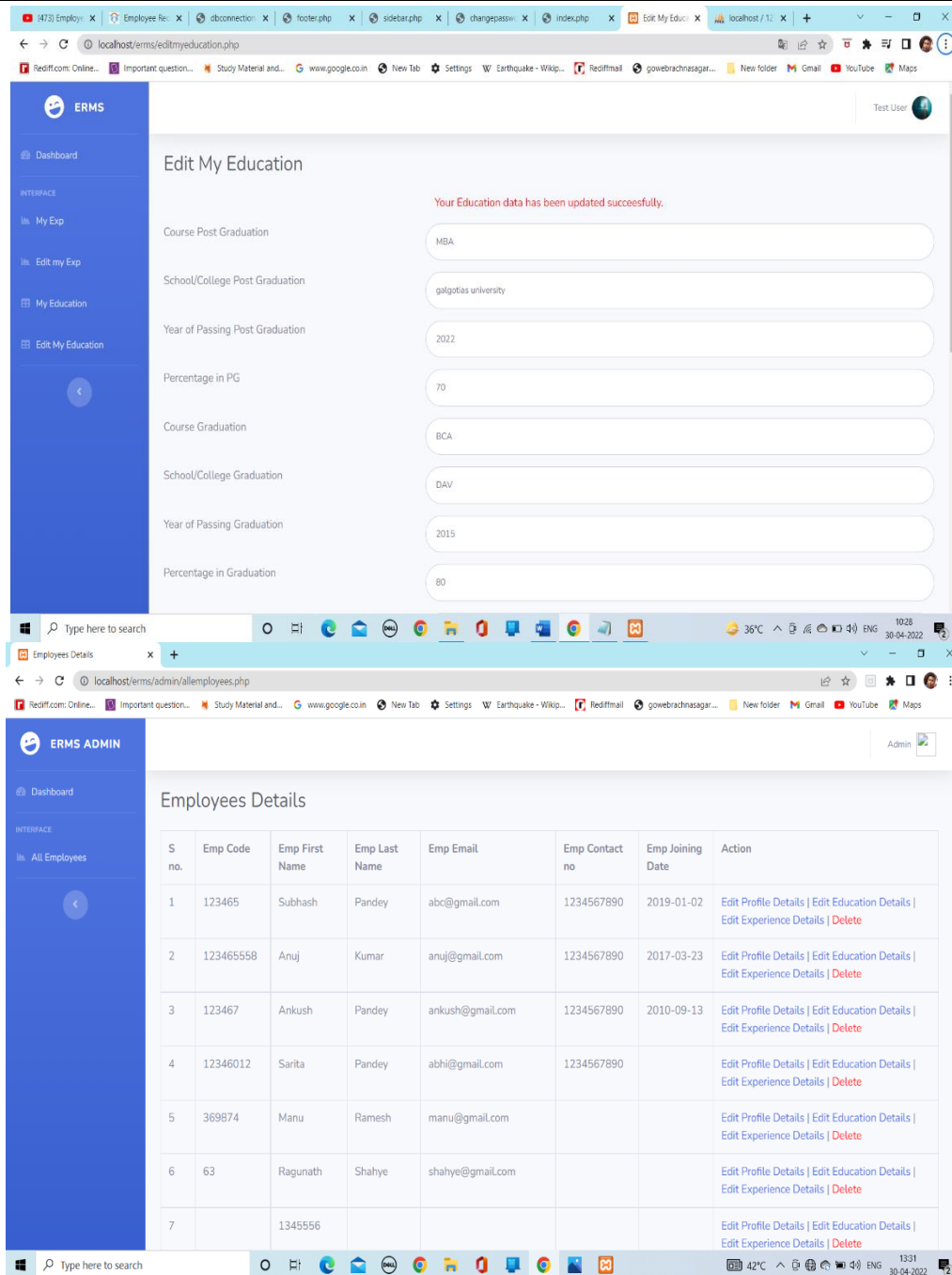
### HARDWARE REQUIREMENTS

Processor	-	Intel core i7
Speed	-	2 Ghz
RAM	-	512MB(min)
Hard Disk	-	40GB
FloppyDrive	-	10 MB
Key Board	-	Standard Windows Keyboard

## IX. DESIGN DIAGRAMS OF THE PROJECT







## X. CONCLUSION

The main objective of this project regular updation of employee like salary, education details , attendance and according to them provide better facilities to the employee working in a company. In the existing there soo many challenges that need to be addressed and this has given rise to development of the system. They only take the record of a employee but in this system provide better oppurtunities to the employee according their behavior, kindness, attention towards the work.

## XI. REFERENCES

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