

An Interactive Online Employee Training and Tracking System

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Abstract: Employee planning is crucial for an affiliation's success. Exactly when any association select students from the campus, it never put directly on working preceding giving any arrangement to them. The association readies their specialist for close about 6 to a year. However, at long last it's evidently trying for leader to decide for which post the particular agent will eligible, because they doesn't have the fitting readiness report of the specialists. So to vanquish these issues we present this project. In this structure there is a login board for the regulator by using which the individual can login into system. The administrator can register the new employee or the understudy for training. The administrator can assign the task to the trainees. The person being referred to can really check out at the presentation of the understudy. The structure having the workplace of graphical depiction of their execution during the planning. By using this office the administrator can pick better understudy for the fitting post in the organization.

Keywords: Introduction, Proposed System, study Of the System, Input and Output representation, System Modules, Feasibility study, earlier system Model Limitations, future Scope

I. INTRODUCTION

The earlier system is not computerized. All transactions in the system are done manually by maintaining records. It takes much time for a replacement officer to collect and approve the details of employees. There is poor communication between employees and placement officer. Employees may not obtain the desired information. It is difficult to coordinate employees, companies and interviews. The proposed system is an electronic application and keeps a bound together storage facility of all the basic information. This system especially designs for tracking the training of the employee for the measurement of their performance during the training. So the right trainee will assign to right post. To build software that automates the employee training. This system use for employee training management track employee profiles and schedule training events. The system also manages the identification, responsibilities, authorities, training and certification requirements for each employee in a easy-to-use environment. This data base provides a simple way to schedule and record training. Employee Training Tracking System is specially design for automation of employee training system. This system is deal with the whole process of employee training instead of manually.

II. PROPOSED SOLUTION

To reduce the job required to manage employee's information, a new system is proposed which is processed through computers. To develop a system that would accomplish the following:-

- 1) Reduce the paperwork and storage area.
- 2) Improve the output of operators.
- 3) Improve accuracy in result.
- 4) Manage the man and machine resources actually.
- 5) It has user friendly interface having quick authenticated access to documents.

III. STUDY OF THE SYSTEM

To provide flexibility to the users, the interfaces have been developed that are accessible through a browser. The GUI at the top level have been categorized as:

- A. Administrative user interface
- B. The operational or generic user interface

The 'administrative UI' centers around the anticipated information that is in every practical sense, part of the progressive activities and which requirements authentic check for the data variety. These association focuses help the leaders with all the transactional states like Data expansion, Data eradication and Date reviving close by the wide data search limits. The 'utilitarian or generic UI' helps the end clients of the structure in trades through the ongoing data and required organizations. The operational UI moreover assists the delegates in managing their own information in a changed way as per the included flexibilities.

IV. INPUT & OUTPUT REPRESENTATION

Input design is a part of overall system design. The main objective during the input design is as given below: To produce a cost-effective method of input.

To achieve the highest possible level of accuracy.

To ensure that the input is acceptable and understood by the user.

A. Input Stages

The main input stages can be listed as below:

- 1) Data recording
- 2) Data transcription
- 3) Data conversion
- 4) Data verification
- 5) Data control
- 6) Data transmission
- 7) Data validation
- 8) Data correction

B. Input Types

It is necessary to determine the various types of inputs. Inputs can be categorized as follows:

- 1) External inputs, which are prime inputs for the system.
- 2) Internal inputs, which are user communications with the system.
- 3) Operational, which are computer department's communication to the system?
- 4) Interactive, which are inputs entered during a talk.

Keeping in view the above portrayal of the data types and information media, it could be said that an enormous piece of the information sources are of the design of internal and natural. As data is to be the clearly placed in by the client, the control center can be seen as the most suitable input device.

C. Output Design

- 1) External Outputs whose destination is outside the organization.
- 2) Internal Outputs whose goal is inside affiliation and they are the User's chief speak with the PC. Outputs from computer systems are required primarily to communicate the results of processing to users.

V. SYSTEM MODULES

A. Admin Module

The Admin module has an authority to add employee to the system and provide their valid id and password.

He able to add trainee similarly gives the arrangement errands to students. He prepared to evaluate their show by giving engravings to their assignments completions. First the client should go into the head module of the system by entering genuine client id and mystery word. Executive of the company will prepared to revive nuances. Chairman module will add agent to the structure successfully by entering their client id and password and these client id and mystery word should be given to the laborer. Simply those specialist will prepared to get to the system, whose really added by the director module. The various endeavors associated with the planning and following undertaking is moved to the system by entering Assessment suggests tasks name and text that contain clear information about Task. The client has a skilled to change their mystery expression by using change secret key field. There is similarly the mailing decision available in the module which contains of inbox that stores the mail of the chairman module. At the most noteworthy place of the module there is menu bar which contain decision as home, Tasks, Admin and logout. Task decision shows the Task name, date of Task, information about the Task. The field Admin in the menu bar contains information about the admin module. After the completion of task user will logout successfully by clicking on logout field at the top menu bar.

B. Employee Module

Laborer module is oversees information of Employee. Laborer who has added by the head to the system successfully can just prepared to get to the structure with their significant client name and mystery express given by the regulator. First Employee should login into the system by entering client name and mystery express. Delegate can prepared to invigorate his information like name, contact number, email, etc by tapping on Update Details decision. The client should similarly prepared to take a gander at his nuances, as a matter of fact. The Employee module consists of Show Tasks field by tapping on that field Employee can prepared to see Tasks Appointed by the director. The change password field is used by the Employee if he truly has any desire to change his mystery key as same in the overseer module. At the most noteworthy mark of the module there is menu bar which involve the field same as director module except for that the field About Us gives information about Employee module. After completing tasks successfully by click on the Logout, Employee can successfully logout from the system.

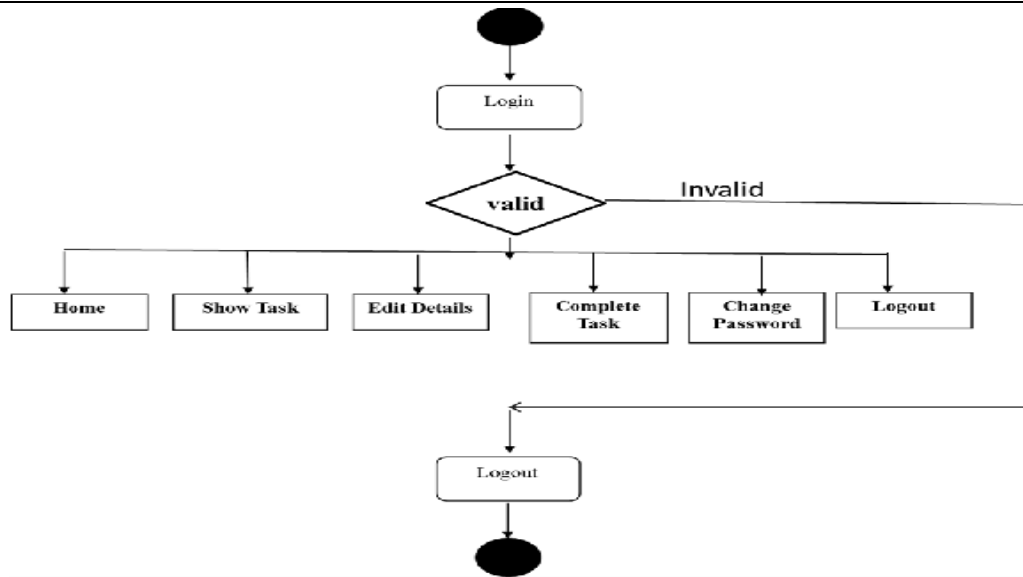


Fig. Activity diagram for Employee

VI. CONCLUSION

By adding more components later on it is typical that this structure will go long way in a fabulous chief essentials. The system is able to achieve the objective and provide the ultimate result. The proposed system would serve the purpose of managing all data made during the educational gatherings drove in the affiliation. Moreover the proposed system is secure, successful, robust, comprehensive and straightforward. The structure would help in noticing the support and execution of laborers: really handles scheduling of different gatherings. In all the structure is good for fulfilling all getting ready necessities of the affiliation. To maximize organization and useful staff, bosses need to place assets into online helpful solutions for smooth out the business processes in the organization for faster development and better throughput.

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