

**\*Each topic one paragraph**

**\*make sure it is less than 100 words**

### 1. UI/UX designer -

Sister Aisyah who is a UI/UX designer in Clarity Techworks briefed us on the UI/UX design part. She explained to us that UI stands for user interface and UX for user experience. First and foremost, the team conducts product research, wireframing, HI-FI UI prototypes, and handoffs. This product research is carried out when new features or specifications are introduced. For product research, they will look for a similar or existing design in the market to use as inspiration for the new design. For wireframing, they will sketch the concept on paper to get a clear picture of the design. The HI-FI prototype is a polished simulation of the finished product. Finally, they will have design handoff, which is the process of handing over a completed design for implementation. One of the apps they created is Rapidz Pay, which is now available in the Android Play Store and the iOS App Store. They use Axure for design and Figma to create flows. The main issue they encountered was a short time limit for conducting the research. What we learned from this was that we should always keep ourselves in the user's shoes when creating or managing a project. Furthermore, I learned about some user-friendly colours that I can use in my assignments which are red, green, and yellow.

### 2. API / Web Development-

Sir Zaman as the Web developer of Clarity Techworks introduced us to what API stands for. Technologies used in API are Laravel, Sourcetree/Git, Postman, and Sequel Ace/MySQL. Laravel is used to create API and database structure, and Sourcetree for source control and bug tracking. Lastly, Sequel Ace/MySQL is used to manage the database. The web API Team create and maintain API as mobile applications rely entirely on it, create and deploy scripts to batch processing, find features that will disrupt the current structure and modification will require database knowledge. The API responses needed to be updated and notify all if API changes.

Next, Sir Husny and Miss Izzah are the junior web developers of Clarity Techworks, show how to create a simple website and what we need to do for our future career if we want to be a professional web developer. A website can be divided into backend, styling, and frontend. For the backend PHP, and MySQL are used whereas styling part Tailwind CSS, and CSS are used. The frontend uses programming languages like Vue.js and JavaScript. It is truly a beneficial brief for us as a student to have a new mindset about what we need to do to achieve our goals.

### 3. Android/iOS developer - Mustafa

During our enlightening industrial visit, we dove into the mobile app development ecosystem, beginning at Station 4 with the Android team. Here, we examined the use of Kotlin for building native apps, explored the job scope of developers, and observed the pivotal publishing process for the Google Play Store. The visit highlighted essential tools like Android Studio, Figma, and Jira, integral to development workflows.

Transitioning to Station 5, we encountered the iOS team, contrasting the development methodologies of Android and iOS. This segment was rich with insights on Apple-specific technologies such as SwiftUI, UIKit, and the critical Xcode IDE. iOS developers demonstrated their roles in crafting polished user interfaces and applications.

The tour culminated with hands-on demonstrations of iOS apps, allowing us to experience the final products' sophistication and the nuanced artistry behind their creation. This visit not only showcased the technical skill involved but also emphasized the collaborative spirit prevalent in the app development sphere.

### 4. Summary - Vibhusha

In a recent industrial visit, we had the opportunity to visit Clarity Techworks Sdn.Bhd, a leading tech company in Malaysia. The visit was divided into several sections including Android, iOS and web development, APIs, and UI/UX design. Gaming room was also one of the sections arranged by the team, where they let us play video games, and also explained that the room is for staff relaxation. We also had the opportunity to meet the company's Chief Technology Officer, Mr.Yee, who shared his experience and knowledge. During the visit, we got to know about the areas of responsibility and execution of the individual sections. The company has made the job interesting by creating simple games and websites to help us understand the scope of the task, and even letting us play for deeper understanding. It gave us an idea of what a tech company is like and helped us get more ideas about our future.

### 5. Reflection

The eye-opening visit to Clarity Techworks Sdn.Bhd provided a valuable opportunity to gain practical insights into the technology industry, from understanding the role of different technologies to experiencing the interactive learning environment. We are impressed by the company's commitment to innovation and efforts to create a positive work environment for its employees. Meeting with Mr.Yee, the Chief Technology Officer, and hearing about his experience and knowledge provided valuable insight into working in the technology industry. This visit influenced our future career plans by clarifying what kind of work environments and roles we

could aspire to in the industry. We left our visit feeling motivated and inspired to pursue our careers in the technology industry.

Overall, the company visit to Clarity Techworks Sdn.Bhd was an enriching experience and we are grateful for the opportunity to visit such a dynamic and innovative company.