

INDUSTRIAL VISIT TO CLARITY TECHWORKS

18 January 2024



SUMMARY

The presentations across different stations provided insights into web development tools, Android, and IOS development. Station 2 showcased web technologies, while Station 3 focused on Android using Kotlin and Android Studio. Station 5 covered IOS development with Swift and demonstrated a minigame, showcasing IOS capabilities in machine learning. These sessions collectively offered a concise overview of diverse software development aspects



STATION 2

Station 2 comprises of the Web Development team, and they shared with us the applications they used to design and code the websites. They shared some applications used for the backend, styling, and frontend of web developing. They also shared a demo game of the website development tools using HTML, CSS, and Javascript.

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STATION 1

Station 1 starts off with a warm welcome from Mr. Yee, CTO of Clarity Techworks. He showed us an introductory video of the company. He also introduced the company's YouTube channel, where they shared more about the company. During his address, Mr. Yee took a moment to reflect on his personal growth and experience in the IT industry. Throughout his narrative, he encouraged each one of us to embrace challenges, never settle for mediocrity, and always strive for personal and professional growth.

Besides Mr. Yee, the company's Human Resources Manager, Emily also joined us in Station 1. Having spent over a decade in HR, Emily offered insights into recruiting the right talent that aligns with the company's values. She emphasized that technical problem-solving skills are essential but also stressed the significance of personal attitude as the company aimed for a positive work environment and collaborative team dynamics.



STATION 3

Station 3 introduced us to Web API and the technologies they used. Web API is a communication layer between different servers and/or services. their team mostly handles APIs, databases, automation, and documentation. the technologies they used comprise Laravel, source tree, MySQL, and Postman. they also gave a demo to show us how the APIs work.



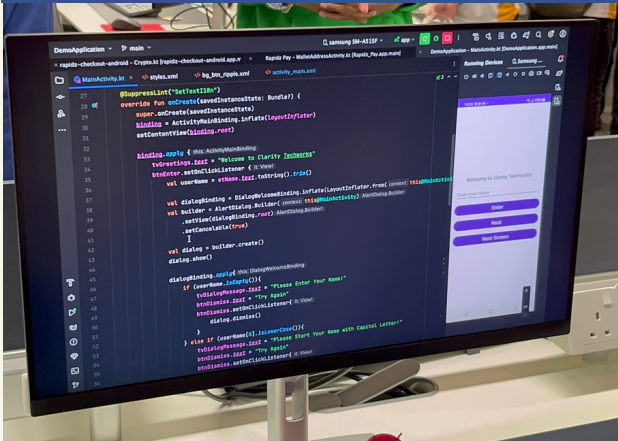
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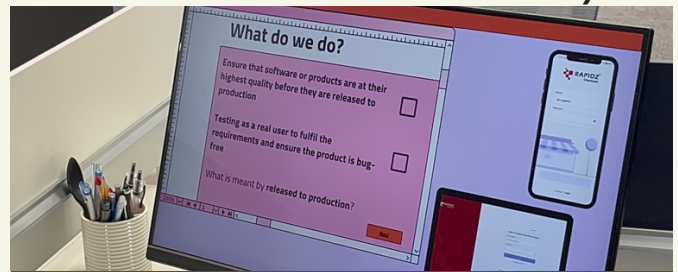
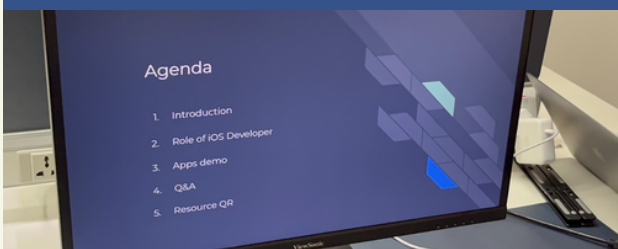
STATION 4

Station 4 was the Android Development team, where they gave a brief introduction to their job which included adding new features and maintenance. Kotlin, the preferred programming language for Android was also used by them. Finally, we were given a short demo on Android Studio.



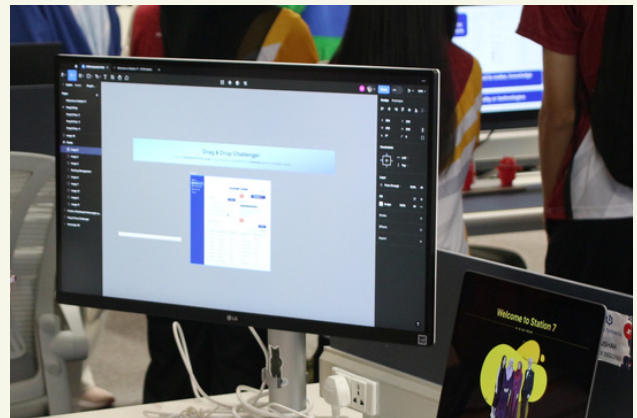
STATION 5

Station 5 belonged to the IOS development team, which had a similar role as the Android development team but for IOS. They briefed us about their job scope, as well as letting us test out a minigame. The IOS team used Swift as their programming language. Later, we were shown the capability of IOS in machine learning



STATION 6

Station 6 focuses on QA web development. Before software is put into production, they ensure that their software are at highest quality. In order to meet specifications and guarantee that the product is bug-free, the QA team also test as an actual user. An automated web application like Selenium is also used to help them. for testing purposes.



STATION 7

Station 7 is a designated station for the UI/UX designer team. Product research, wireframing, Hi-Fi UI prototyping, and handoff are all done by the UI/UX team. They also allow us to create a dashboard homepage using the given component. This station has taught us that design elements need to be responsive, accessible, and user-friendly colors for the applications.

REFLECTION

THE VISIT TO CLARITY TECHWORKS PROVIDED A COMPREHENSIVE AND ENLIGHTENING EXPERIENCE FOR THE TEAM, SHOWCASING THE COMPANY'S COMMITMENT TO EXCELLENCE IN SOFTWARE DEVELOPMENT AND QUALITY ASSURANCE. THE EXPLORATION OF VARIOUS SECTIONS, INCLUDING APIS, UI/UX, AND QA, HIGHLIGHTED THE INTRICATE AND COLLABORATIVE NATURE OF THE SOFTWARE DEVELOPMENT PROCESS. THE COMPANY'S VERSATILITY IN DEVELOPING APPLICATIONS FOR WEB, IOS, AND ANDROID PLATFORMS WAS EVIDENT, EMPHASIZING ADAPTABILITY TO DIVERSE CLIENT NEEDS. THE GAMING ROOM REFLECTED A COMMITMENT TO A HEALTHY WORK-LIFE BALANCE AND EMPLOYEE WELL-BEING. OVERALL, THE VISIT LEFT A POSITIVE AND LASTING IMPRESSION, EMPHASIZING TECHNICAL EXPERTISE, COMPANY CULTURE, AND VALUES.

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