



CC 106 Application Development and Emerging Technologies

# STUDENT PORTFOLIO

Pangasinan State University | Urdaneta City, Pangasinan



PANGASINAN STATE UNIVERSITY  
Urdaneta City, Pangasinan

**CC 106 Application Development and Emerging Technologies**

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2023-2024, Semester 1

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# Student Portfolio

Submitted by:  
**Allen James E. Alvaro**

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In partial fulfillment of the requirements for the course CC 106 Application Development and Emerging Technologies

Presented to:

**Joshua C. Reyes**  
Faculty, Information Technology

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# Growth Amidst Struggles

## Student Self-Introduction

Hi! I'm Allen James Eugenio Alvaro, and I want to share the transformative journey I've undertaken in the course "Application Development and Emerging Technologies." It's been an unpredictable ride, especially considering my initial reluctance towards programming. Truth be told, coding is not my forte, and the realization of this fact made the early days of class a bit perplexing, discovering I was assigned the role of a programmer. While I wasn't thrilled about being the designated coder, my apprehensions went beyond my personal skill level. I didn't want to be the weak link that could potentially drag down the entire group. Despite these reservations, I decided to embrace the challenge and delve into the intricate process of proposing project ideas. Rejections were frequent, and the pressure was palpable, but our instructor's unwavering support played a pivotal role, providing ideas that eventually shaped our project.

The journey became even more arduous during the specification presentation. Criticisms from our instructor left me shivering, questioning my ability to fulfill the role assigned to me. The experience, though daunting, turned out to be a necessary learning curve. I was grateful for our instructor's persistence, offering help and guidance to rectify our shortcomings. This support not only alleviated my anxiety but fueled our determination to excel, leading to a successful presentation of our system design. As we transitioned to the programming phase, my initial nervousness resurfaced. However, the realization that we were a team of programmers, not just individual efforts, provided immense relief. The collaborative effort among group members proved invaluable, and with their assistance, we navigated through the challenges of coding. Despite numerous hurdles, we found ourselves successfully presenting the system part by part.

Unfortunately, time constraints and competing requirements from other subjects hindered our progress, leaving our project unfinished. The final presentation brought unexpected errors, adding frustration after countless sleepless nights. The fear of receiving an incomplete grade loomed large, and as I rushed to the room, I thought it was all over. However, our professor's kindness and consideration granted us a final opportunity to complete the project, offering a lifeline until the next semester's enrollment. Now, with only one project left this semester, we are determined to pour our efforts into it without distractions. Despite the potential for more sleepless nights and sacrificing the enjoyment of the break before the next semester, we remain committed to finishing the project successfully. The experience has taught me resilience, the importance of collaboration, and the significance of pushing through challenges.

Despite the unforeseen errors during the final presentation, the unwavering support from my classmates and the professor became the silver lining in the storm. Their encouragement and collaborative spirit motivated us to overcome the glitches and showcase our project with pride. The experience instilled in me the significance of perseverance and the strength found within a supportive team. Looking back, this semester has been a journey of self-discovery and growth. I've learned that stepping out of my comfort zone, even when initially daunting, leads to unforeseen accomplishments. The challenges in coding and project management, though tough, became stepping stones for personal and academic development. Moreover, the camaraderie developed within the LAUNCHPAD team is a testament to the power of teamwork and mutual support. As we approach the culmination of this semester, I carry with me not only the technical skills gained but also the invaluable lessons in resilience, teamwork, and determination. I am eager to apply these lessons in future endeavors, knowing that the challenges overcome in this course have fortified my capabilities for the road ahead. Here's to conquering challenges, embracing growth, and thriving as we embark on the next chapter of our academic journey!





PANGASINAN STATE UNIVERSITY  
Urdaneta City, Pangasinan

## COURSE SYLLABUS ACKNOWLEDGEMENT FORM

### ACADEMIC INFORMATION

Academic Year	2023-2024
Semester	First
Instructor	Joshua C. Reyes
Contact Number	09095959442
Email Address	jreyes@psu.edu.ph

### COURSE INFORMATION

Course Code	CC 106
Course Title	Application Development and Emerging Technologies
Course Credit	<b>3 units (2 lecture, 1 laboratory)</b>
Course Pre-Requisite	SAD 102 System Analysis and Design, CC 105 Fundamentals of Database
Course Schedule	Onsite Wednesday 08:00 AM -11:00 AM AB1-203 Multimedia Room, Online Monday 08:00 AM -10:00 AM via Microsoft Teams

### ACKNOWLEDGEMENT

By affixing my signature to this form, I acknowledge that I have accessed, read, and saved the course syllabus indicated above.

Furthermore, by signing below, I agree with the following statements:

- I have reviewed the syllabus and understood the course, learning, and/or assessment outcomes and course policies.
- I acknowledge and understand that my failure to abide by these policies may have significant academic consequences for which I am solely responsible.
- I fully understand how my performance will be evaluated, and my semestral grade will be determined. I am fully aware that all information for this class is available and posted in Microsoft Teams.

### STUDENT INFORMATION

Student ID Number	22-UR-0007
Student Name	Allen James E. Alvaro
Degree	<b>Bachelor of Science in Information Technology</b>
Year Level	Third
Section	3A
Email Address	allenjames@gmail.com
Contact Number	09459943234



Allen James E. Alvaro

Signature over Printed Name

Date Signed: August 28, 2023

STUDENT PORTFOLIO

# WORK COURSEWORK

CC 106 Application Development and Emerging Technologies

STUDENT PORTFOLIO

# COURSEWORK ACTIVITIES

CC 106 Application Development and Emerging Technologies

# CC 106 Project Deliverable 1 Project Ideas

## Project Ideas

Group Number	2
Leader	Aimuite, Dessamine
Programmer	Alvaro, Allen James
Members	
1	Ave, Monica
2	Tabalba, Elijah Venisse
3	Tomas, Patrick John
<b>Project 1</b>	
Title	Water Refilling Station Management System with PWA
Description	A digital platform connecting consumers to local water refilling stations using a Progressive Web Application. Users can locate stations, book water quantities, and schedule deliveries or pickups. The platform also offers real-time stock updates, loyalty programs, and community-driven ratings, ensuring transparency and convenience for both stations and customers.
Contributor	Alvaro, Allen James
<b>Project 2</b>	
Title	PWA-Driven Printing Shop System with QR Integration
Description	A user-friendly app for printing shops, allowing customers to easily manage their printing tasks. Through this PWA, users can submit orders, get price estimates, and monitor job status. QR codes further simplify pickups, payments, and special promotions, enhancing the overall experience and shop efficiency.
Contributor	Alvaro, Allen James
<b>Project 3</b>	
Title	Community Bike Sharing Platform
Description	A progressive web app that connects users with community bike-sharing programs. It allows users to check bike availability, reserve bikes, and track their eco-friendly transportation habits. Loyalty programs and route suggestions could be added.
Contributor	Tabalba, Elijah Venisse
<b>Project 4</b>	
Title	PWA-Driven Fitness App with QR Workout Check-Ins
Description	Achieve your fitness goals with our user-friendly PWA fitness app. Easily schedule workouts, access training guides, and track your progress. QR code check-ins at the gym streamline your visits, ensuring a smooth workout experience and hassle-free membership management.
Contributor	Tabalba, Elijah Venisse
<b>Project 5</b>	
Title	Campus Canteen Booking App with PWA, QR, and Chatbot
Description	The platform is tailor-made for college-goers, allowing users to effortlessly view nearby canteens and their daily pre-defined menus. Users can choose a timeslot to pick up their meals, dine in, or opt for delivery. This is also enhanced by the integration of Progressive Web App (PWA) for offline access, QR codes for quick transactions, and a chatbot for real-time assistance and ordering.
Contributor	Alvaro, Allen James

# CC 106 Project Deliverable 2 Requirements Elicitation

## QUESTIONNAIRE



October 23, 2023

**DR. FREDERICK F. PATACSIL,**  
College Dean, College of Computing

Sir:

Greetings!

We, the third-year IT students of Pangasinan State University – Urdaneta City Campus, will be conducting a project entitled "**LaunchPad: Startup Management Platform for Pangasinan State University – Urdaneta City Campus**" in partial fulfillment of the requirements for the course CC 106 - Application Development and Emerging Technologies under the Bachelor of Science in Information Technology program.

The proposed project aims to develop an application system that monitors and supports the activities of Startup projects in Pangasinan State University - Urdaneta City Campus.

In line with this, we would like to ask your permission to allow us to conduct interviews with third and fourth-year students currently enrolled in entrepreneurship, and gather pertinent information needed in our project. Rest assured that all information will be used for educational purposes only.

Thank you.

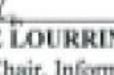
Sincerely,

  
ALMUETTE, DESSAMINE A.  
Project Leader

Noted:

  
JOSHUA C. REYES  
Instructor

Recommending Approval:

  
CHRISTINE LOURRINE TABLATIN, PhDCS  
Department Chair, Information Technology

Approved:

  
FREDERICK F. PATACSIL, PhD, DIT  
College Dean, College of Computing

friends, or maybe join a club?

# **Software Requirements Specification**

**for**

**LaunchPad: Startup Management Platform for  
Pangasinan State University-Urdaneta City Campus**

**Version 1.0 approved**

**Prepared by**

Almuete, Dessamine

Alvaro, Allen James E.

Ave, Monica

Tabalba, Elijah Venisse

Tomas, Patrick John S.

**Pangasinan State University-Urdaneta City Campus**

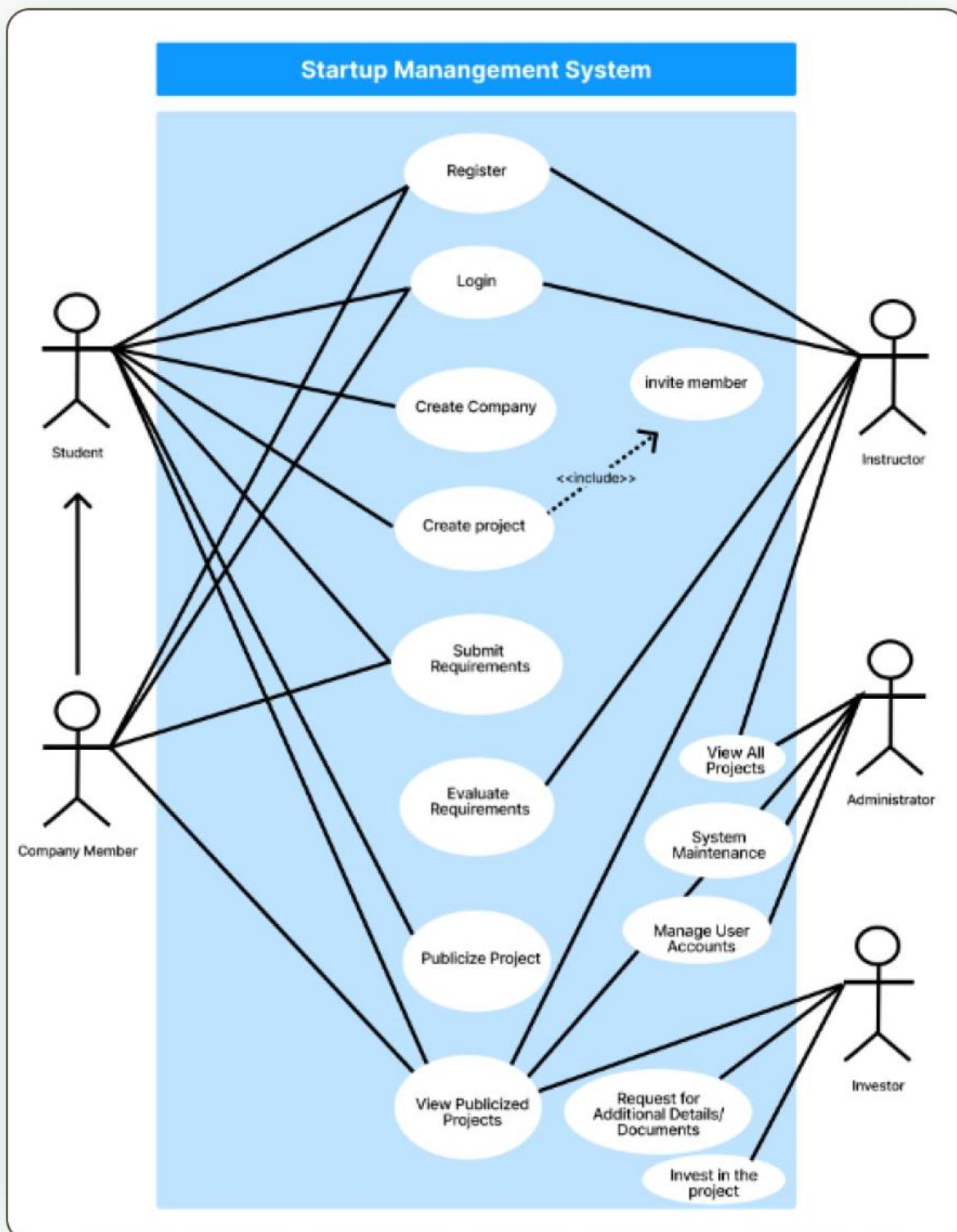
**November 07, 2023**

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to provide PSU students with a PWA-driven digital environment to submit, evaluate, and support innovative ICT projects with the potential for viable business ventures. By doing so, it aims to encourage students to address social issues through their entrepreneurial endeavors. The software aligns with PSU's mission to promote entrepreneurship and social responsibility.

# CC 106 Project Deliverable 4 System Modelling

## Use Case Diagram

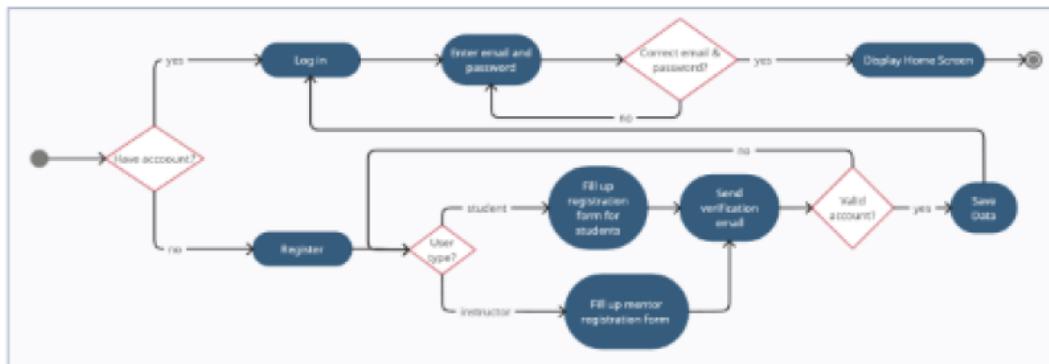


# CC 106 Project Deliverable 4 System Modelling

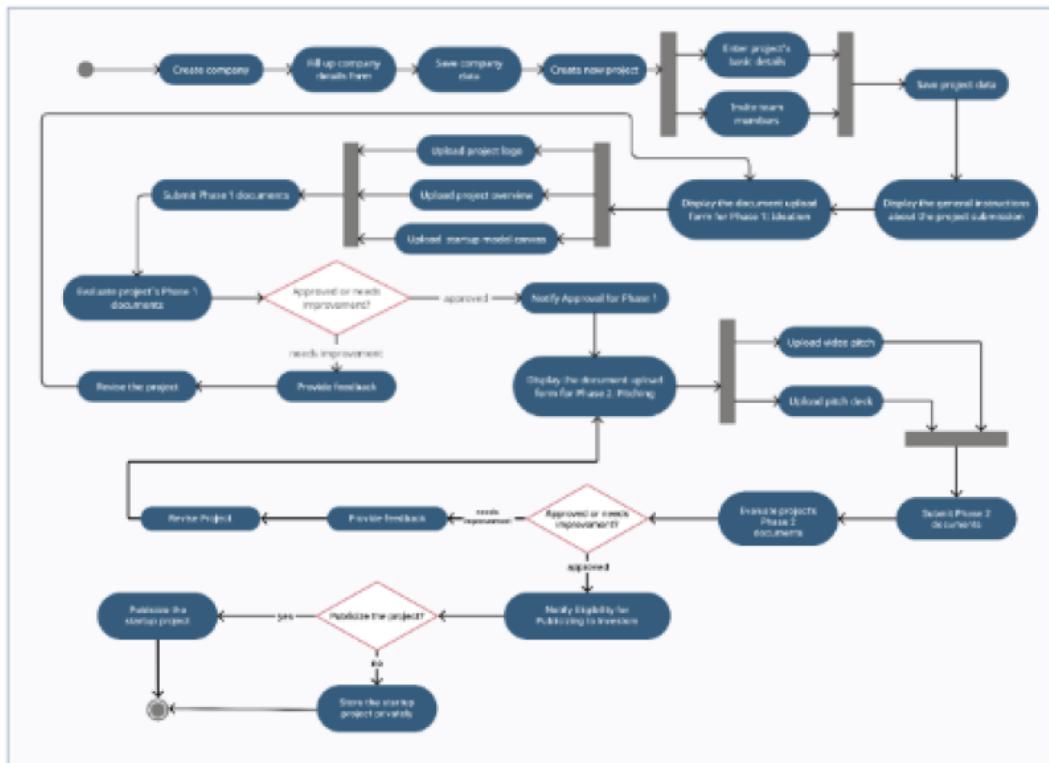
## Activity Diagrams

### Activity Diagrams for Launchpad: Startup Management Platform for PSU Urdaneta City Campus

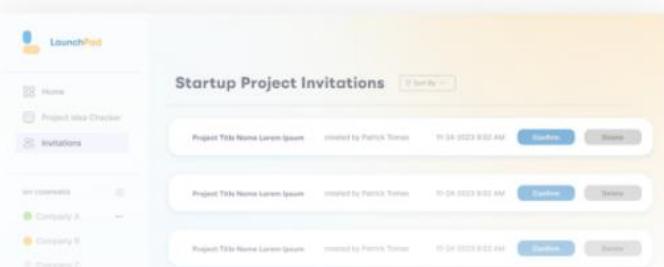
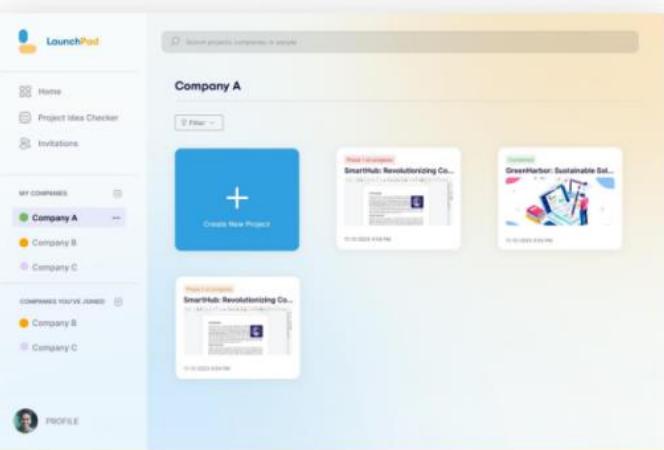
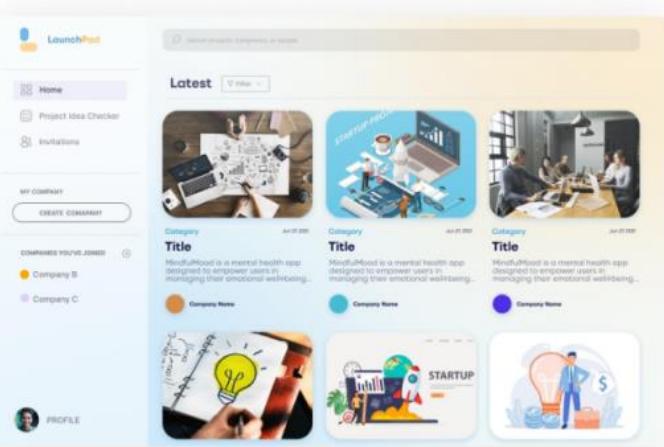
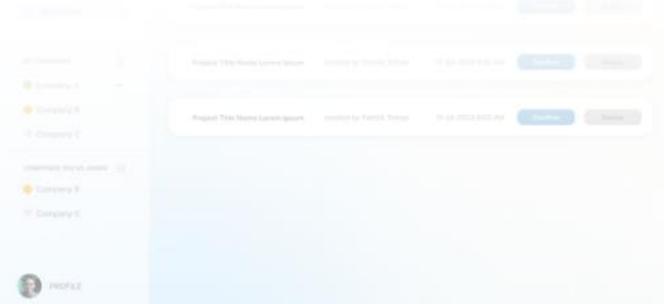
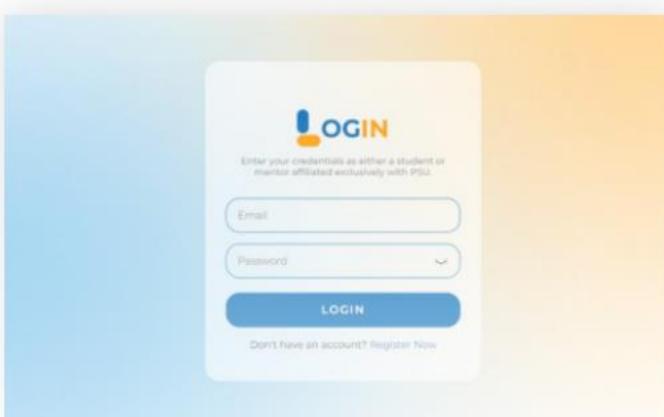
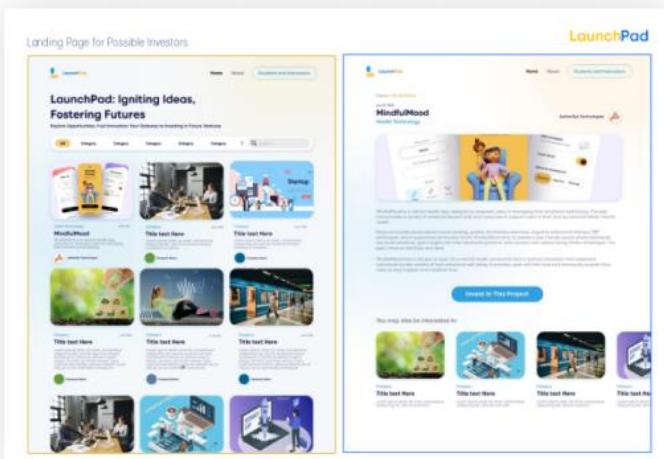
#### LOG IN AND REGISTRATION PROCESS



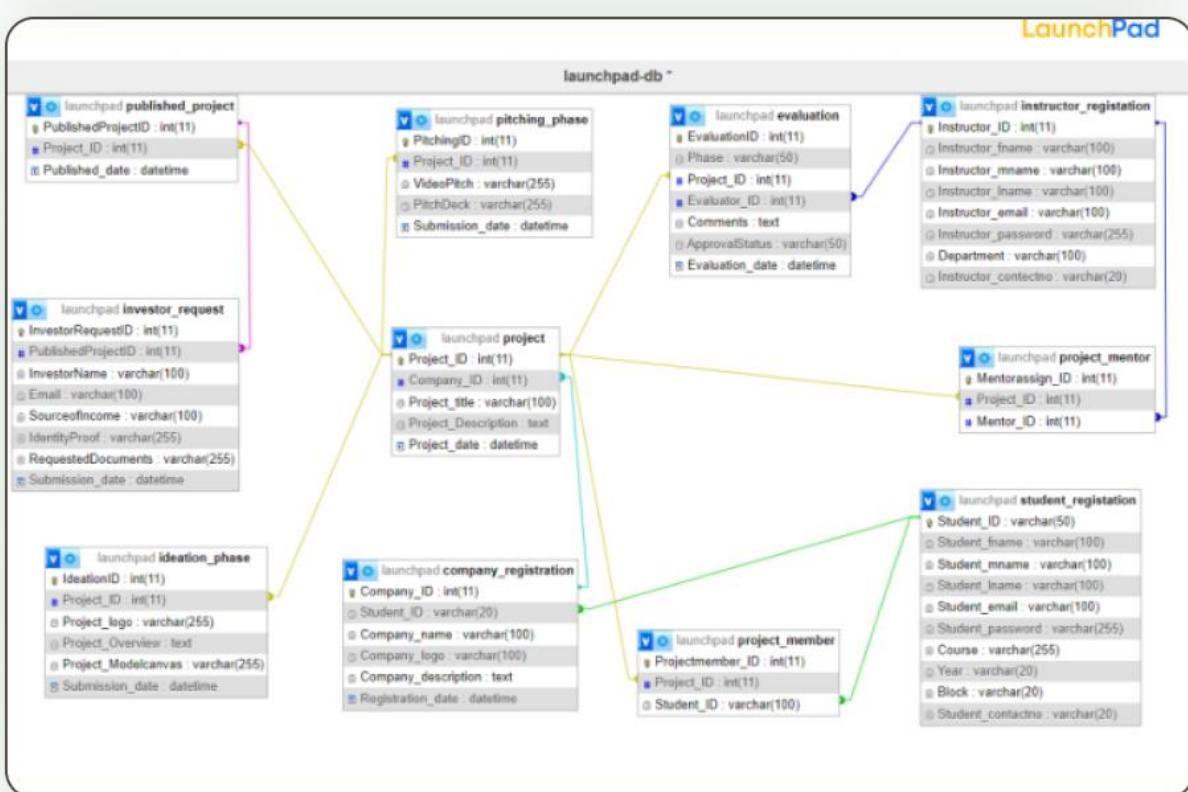
#### COMPANY AND PROJECT CREATION TO INVESTOR-READY STARTUP PROJECT



# CC 106 Project Deliverable 5 Software Design



CC 106 Project Deliverable 5 Software Design



STUDENT PORTFOLIO

# WORK COURSEWORK QUIZZES

QUIZ

CC 106 Application Development and Emerging Technologies

## CC 106 Midterm Quiz 1

	Pangasinan State University Urdaneta City, Pangasinan	CC 106 APPLICATION DEVELOPMENT AND EMERGING TECHNOLOGIES		
Name	ALVARO, ALLEN JAMES E.	Date	9-13	23 <i>82/85</i>
Block	IT-3A	Score		
<b>MIDTERM QUIZ 1</b>				
<b>PART 1:</b> Identify the following statements - STRICTLY NO ERASURES.				
<b>APPLICATION</b>	1. It is a type of program designed to perform specific functions or tasks for end-users.			
<b>APPLICATION DEVELOPMENT</b>	2. It is a process of designing, creating, and programming software applications that address specific user needs or solve problems.			
<b>COMPETENCE</b>	3. It means truthfully representing your level of expertise, and avoiding tasks beyond your capability.			
<b>DATA ANALYTICS</b>	4. It involves the process of examining and interpreting large sets of data to uncover patterns, trends, and insights.			
<b>EFFICIENCY</b>	5. It is an essential attribute that uses system resources like memory and processing power wisely.			
<b>EMERGING TECHNOLOGY</b>	6. It is a new or developing technology resulting from scientific research and development, with the potential to shape our lives and work.			
<b>INDUSTRIAL REVOLUTION 4.0</b>	7. It is a period of rapid technological change that is blurring the lines between the physical, digital, and biological worlds.			
<b>GENERIC SOFTWARE PRODUCT</b>	8. It is a standalone system created by development organizations and available on the open market for purchase by any interested customer.			
<b>INDUSTRIAL REVOLUTION</b>	9. It means making it work reliably across diverse devices and networks, including both new and old systems.			
<b>5G TECHNOLOGY</b>	10. It is often considered the most impactful revolution in human history for its profound influence on people's daily lives.			
<b>NETWORK EFFECT</b>	11. It is a network of connected devices and objects with sensors, software, and internet connection.			
<b>SOFTWARE</b>	12. It occurs when the value of certain technologies increases as more people use them, leading to greater adoption.			
<b>SOFTWARE ENGINEERING</b>	13. It refers to a collection of computer programs, data, and instructions that enable a computer system to perform tasks and operations.			
<b>INTERACTIVE</b>	14. It is an engineering discipline that is concerned with all aspects of software production.			
<b>TRANSACTION-BASED</b>	15. It is an enterprise-level collection of different software, including both generic products and custom solutions.			

## CC 106 Midterm Quiz 2

	Pangasinan State University Urdaneta City, Pangasinan	CC 106 APPLICATION DEVELOPMENT AND EMERGING TECHNOLOGIES		
Name	ALVARO, ALLEN JAMES E.	Date	7	<i>10% deduction</i>
Block	IT 3A	Score	<i>(21/30) 72.5</i>	
<b>MIDTERM QUIZ 2</b>				
<b>GENERAL INSTRUCTIONS:</b> Use UPPERCASE letters – strictly no erasures.				
<b>PART 1:</b> Identify the following statements.				
<b>BEHAVIORAL MODELS</b>	1. They are used to describe the dynamic behavior of an executing system.			
<b>CONTEXTUAL MODELS</b>	2. They are used to illustrate the operational context of a system - they show what lies outside the system boundaries.			
<b>FUNCTIONAL REQUIREMENTS</b>	3. These are specific statements that define what a software system should do and how it should behave.			
<b>COMPONENT DIAGRAMS</b>	4. They are used to describe the interactions between the system and its environment or between the components of the system.			
<b>MODEL/SYSTEM MODEL</b>	5. It is an abstract view of a system that deliberately ignores some system details.			
<b>UML DIAGRAM TYPES</b>	6. How many diagram types were initially introduced with UML?			
<b>NON-FUNCTIONAL REQUIREMENTS</b>	7. These are overall qualities and constraints that define how a software system should behave.			
<b>REQUIREMENT</b>	8. It is a user's need or a system's necessity to meet a contract or specification.			
<b>REQUIREMENTS VALIDATION</b>	9. It is the process of examining the requirements to identify their feasibility, completeness, consistency, and ambiguity.			
<b>REQUIREMENTS ELICITATION</b>	10. It is the process of gathering requirements from stakeholders, including users, customers, and domain experts.			
<b>REQUIREMENTS MANAGEMENT</b>	11. It is the process of tracking and managing changes to the requirements throughout the system development lifecycle.			
<b>REQUIREMENTS SPECIFICATION</b>	12. It is the process of documenting the requirements in a clear and concise manner using a formal notation.			
<b>REQUIREMENTS ANALYSIS</b>	13. It is the process of checking the requirements to ensure that they meet the needs of the stakeholders, and that the system can be implemented to meet them.			
<b>REQUIREMENTS ENGINEERING</b>	14. It is a systematic process to define what a system or product needs to do, making sure it meets user expectations and constraints.			

# CC 106 Finalterm Long Quiz

	<b>PANGASINAN STATE UNIVERSITY</b> Urdaneta City, Pangasinan	<b>CC 106 APPLICATION DEVELOPMENT AND EMERGING TECHNOLOGIES</b>		
Name  ALVARO, ALLEN JAMES E.	Block  IT 3A	Date  12-06-23		
Score  <b>29/40</b>				
FINALTERM LONG QUIZ				
TYPE ALL ANSWERS IN UPPERCASE				
STRICTLY NO ERASURES ALLOWED				
<b>PART 1: IDENTIFICATION (10 points)</b> - Identify the following statements.				
<b>SYSTEM IMPLEMENTATION</b> 1. It is the process of transforming a system specification into an executable software system.				
<b>SOFTWARE DESIGN</b> 2. It involves converting the abstract requirements and specifications of the desired software into a concrete blueprint.				
<b>ARCHITECTURAL DESIGN</b> 3. It is concerned with how the software is broken down into manageable pieces that can be assigned and implemented by individual developers or teams.				
<b>REQUIREMENTS SPECIFICATION</b> 4. It is the initial stage of defining a software system's structure and communication protocols.				
<b>MODEL-VIEW-CONTROLLERS</b> 5. It is a fundamental design pattern for managing user interaction, particularly in web-based systems.				
<b>PIPE AND FILTER PROGRAM DEVELOPMENT SUPPORT</b> 6. It is a pattern that emphasizes sequential processing of data through functional transformations.				
<b>OPTIMIZATION TOOL</b> 7. It is the ecosystem of tools, resources, and services that empower developers throughout the software development lifecycle.				
<b>SOURCE CONTROL</b> 8. It is a specialized tool that helps developers analyze and improve the software's efficiency and responsiveness.				
<b>CODING</b> 9. It is a version control system that is like a time machine for your code, keeping track of every change, big or small.				
<b>10. It involves translating the design into actual code, using programming languages and tools.</b>				
<b>PART 2: MULTIPLE CHOICE (10 points)</b> - For each question, choose the best answer and write it in the space provided.				
A	11. Which process ensures that software meets its specifications and delivers the expected functionality? a) Verification b) Validation			
D	12. What type of testing ensures that the system is good enough for its intended use? a) Unit testing b) User testing			
D	13. When is beta testing typically conducted? a) During system development b) Before release testing			
C	14. What is the purpose of scenario testing? a) Discovering defects in the system b) Checking system performance			
C	15. Which testing type ensures that the system delivers its specified functionality, performance, and dependability? a) Alpha testing b) Beta testing			
A	16. What type of testing involves considering each requirement and deriving a set of tests for it? a) Requirements-based testing b) Scenario testing			
B	17. What distinguishes release testing from system testing during the development process? a) The responsibility for testing b) The focus on functionality			
C	18. What is the primary goal of development testing? a) To test individual units b) To validate system requirements			
A	19. What type of testing is concerned with demonstrating system requirements and discovering problems in the system? a) Alpha testing b) Beta testing			
D	20. What type of testing is concerned with scheduling and resourcing testing activities? a) System testing b) Release testing			
<b>PART 3: ENUMERATION (20 points)</b> - List or enumerate what is being asked on each of the following items.				
21-24 Stages of iterative software development lifecycle	25-27 Factors to consider when choosing an evolution process	28-31 Factors used in business value assessment	32-36 Factors used in application assessment	37-40 Types of software maintenance
(at the back)				

STUDENT PORTFOLIO

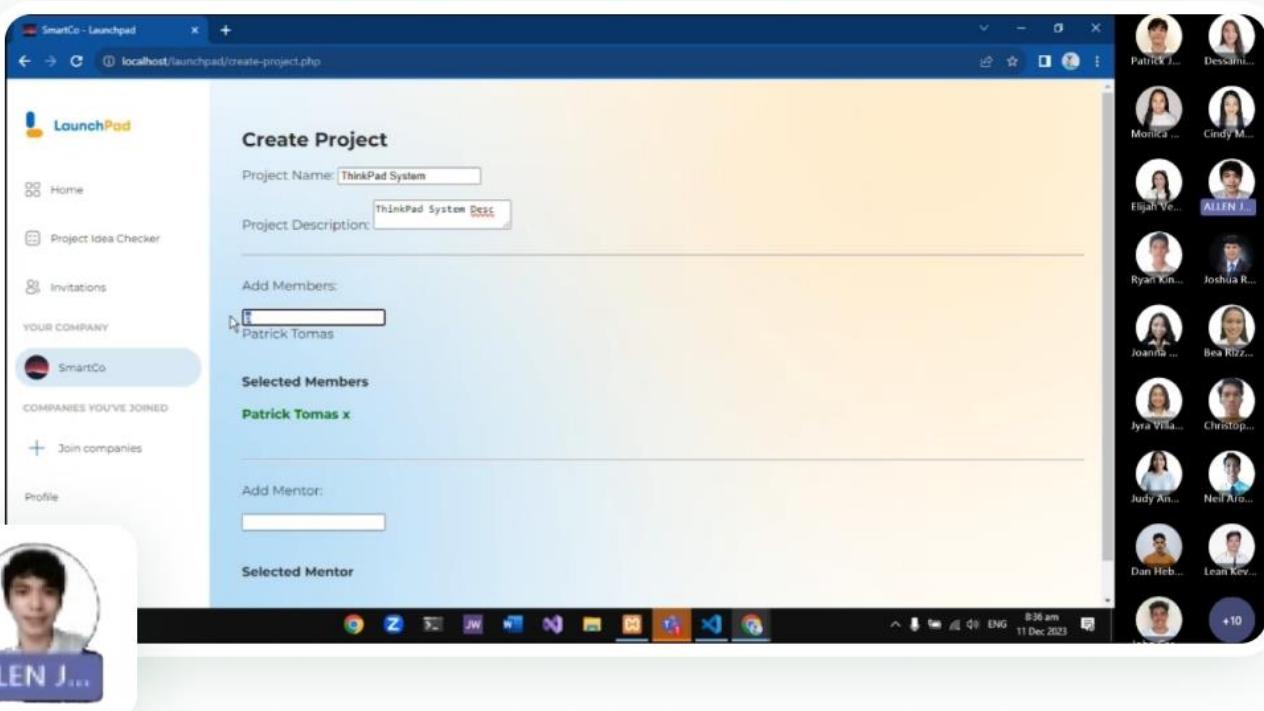
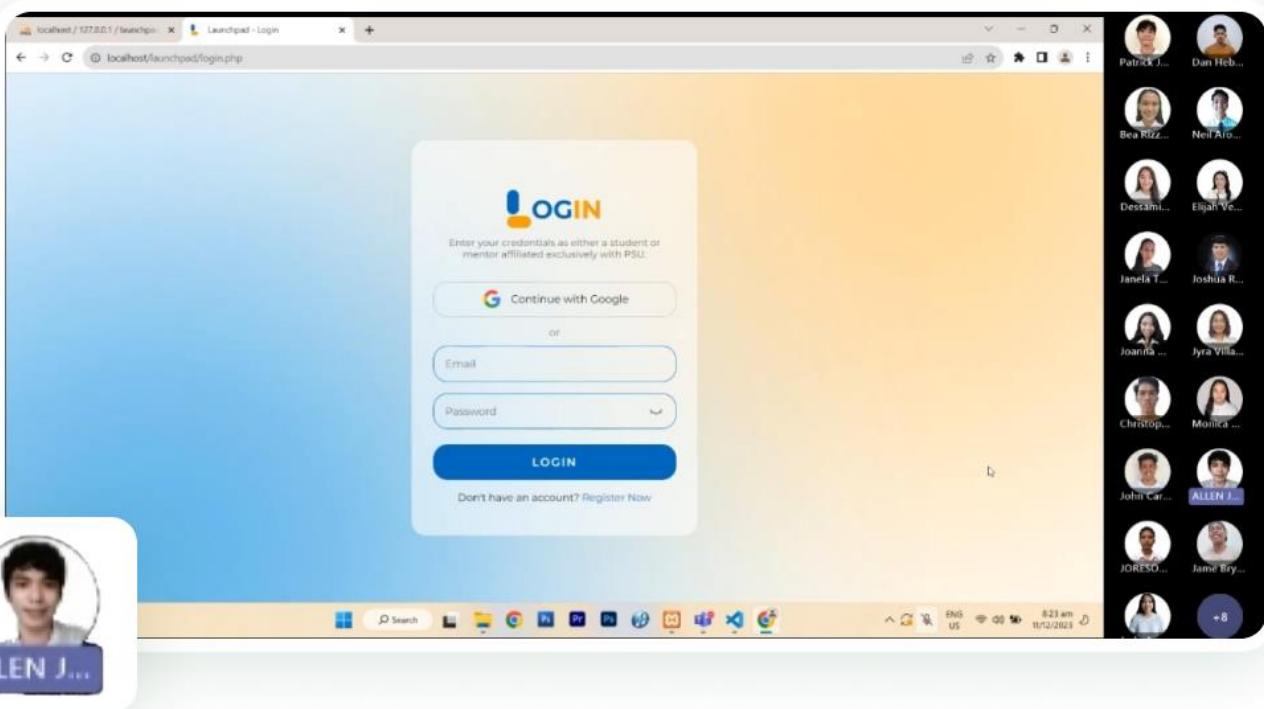
# COURSEWORK EXAMINATIONS

CC 106 Application Development and Emerging Technologies

# CC 106 Midterm Exam (Lecture)

 <p>PANGASINAN STATE UNIVERSITY Urdaneta City, Pangasinan</p>		<b>CC 106 APPLICATION DEVELOPMENT AND EMERGING TECHNOLOGIES</b>	
Name	ALVARD, AVIAN JAMES B.	Date	10-18-23
Block	IT 3A	Score	40/100
<b>MIDTERM EXAMINATION (LECTURE)</b>			
General Instructions – Follow the instructions correctly, read the questions carefully and answer honestly. STRICTLY NO ERASURES ALLOWED. TYPE ALL ANSWERS IN UPPERCASE.			
<b>PART 1: IDENTIFICATION (15 points)</b> INSTRUCTION: Identify the following statements.			
1. It is a type of program designed to perform specific functions or tasks for end-users. 2. It is a process of designing, creating, and programming software applications that address specific user needs or solve particular problems. 3. It is a new or developing technology that have the potential to change the way we live and work. 4. It is a software development approach where a complex system is built in successive stages or iterations. 5. It was a period of global transition of human economy towards more efficient and stable manufacturing processes. 6. It is a process of collaboratively interacting with stakeholders to comprehend their needs, expectations, and desired functionalities for a software system. 7. It is a collection of computer programs, data, and instructions that enable a computer system to perform tasks and operations. 8. It is a multi-stage process that involves both software design and software implementation as integral components. 9. It is an engineering discipline that is concerned with all aspects of software production. 10. It is a set of related activities that leads to the production of a software system. 11. It is an official statement outlining what system developers should implement. 12. It is a process of identifying and defining the desired functionalities and constraints of a software system to be developed. 13. It is the process of developing abstract models of a system, with each model presenting a different view or perspective of that system. 14. They define what the system must do to achieve this. 15. They define the results and qualities the user wants.			
<b>PART 2: FUNCTIONAL OR NON-FUNCTIONAL (10 points)</b> INSTRUCTIONS: Identify whether each requirement is a functional or non-functional requirement.			
16. The system must allow users to create and edit accounts. <span style="float: right;">10</span> 17. The system must allow users to search for products and services. 18. The system must allow users to add items to their shopping cart and purchase them. 19. The system must be able to recover from a failure within 5 minutes. 20. The system must be able to support multiple languages. <span style="float: right;">10</span> 21. The system must be available 99.9% of the time. 22. The system must be scalable to support future growth. 23. The system must be secure from unauthorized access. 24. The system must be well-documented. 25. The system must generate reports on sales and inventory.			
Functional Functional Functional Non-Functional Functional Non-Functional Non-Functional Non-Functional Functional		Noted: MELLOURINE S. TABLATIN Program Chair MATATAG. PURSIGIDO. "Your progress still counts even if it is only visible to you. Keep going!" FREDERICK F. PATACSIL College Dean	
10 to 5 bonus LIBRARIAN IMPLICATIONS ON 15 LIBRARY LIBRARY			

# CC 106 Finalterm Project Presentation (Examination)

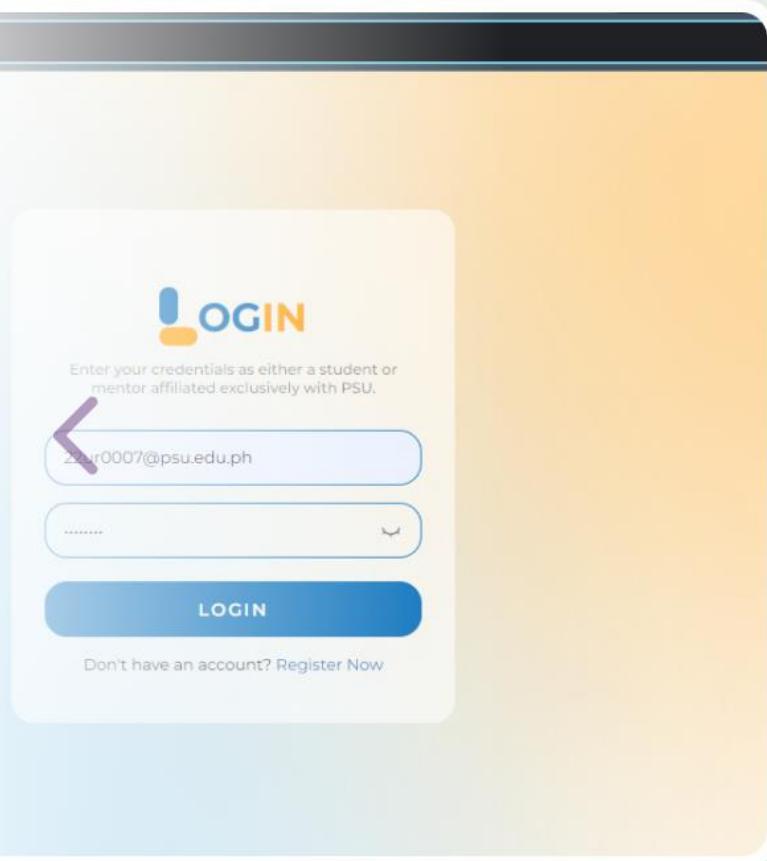


STUDENT PORTFOLIO

# COURSEWORK PROJECT

CC 106 Application Development and Emerging Technologies

# CC 106 Finalterm Project



The image shows the dashboard screen of the LaunchPad application. At the top, it displays "localhost/launchpad/index.php". The main area has a sidebar on the left with icons for Home, Project Idea Checker, Invitations, and a section for "YOUR COMPANY" which lists "ByteBurst Tech" and "StellarCraft Innovations". Below the sidebar is a section for "COMPANIES YOU'VE JOINED" with a "Join companies" button. On the right, there is a large image of a cartoon character, a section titled "Latest Projects" with a list of items like "Project Idea Checker" and "Invitations", and a summary for the "QuantumLeap Dashboard" project by ByteBurst Tech.

The image shows a screenshot of a code editor with several tabs open. The active tab is "landingpage.php". The code within this tab is as follows:

```
if (!empty($_SESSION["email"])) {
    if ($_SESSION["user_type"] === "teacher") {
        header("Location: teacher-dashboard.php");
    } elseif ($_SESSION["user_type"] === "student") {
        header("Location: index.php");
    }
    exit();
}

$fetchPubProjects = "SELECT * FROM published_project LEFT JOIN
published_project.Project_ID = project.Project_ID LEFT JOIN
ideation_phase.Project_ID = published_project.Project_ID LEFT JOIN
company_registration ON project.Company_ID = company_registration
published_project.Project_ID";
$result = $conn->query($fetchPubProjects);
```

The code editor interface includes a file tree on the left labeled "EXPLORER" and "LAUNCHPAD", showing files like config.php, create-company.php, etc. The status bar at the bottom indicates "In 17. Col 47 Spaces 4".

STUDENT PORTFOLIO

# COURSEWORK PARTICIPATION

CC 106 Application Development and Emerging Technologies

## Class Participation: Recitation

CC1D6 Application Development and Emerging Technologies IT 3A	
ALVARO, Allen James E.	
22-UR-0007	
MERIT: 1111	5
DEMERIT:	
GRADES	
Midterm Grade: 83.33	
Final term Grade:	
Semestral Grade:	

## Class Participation: Faculty Performance Evaluation

PANGASINAN STATE UNIVERSITY

**STUDENT PORTAL**

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**Faculty Performance Evaluation**

Current School Year:	2023 - 2024	Current School Year of enrollment defined in CampusNet System Options.
Current Semester:	1st Semester	Current School term of enrollment defined in CampusNet System Options.
Student Name:	ALVARO, ALLEN JAMES E.	
Course / Year Level :	Bachelor of Science in Information Technology / Third Year	

Welcome back, PSUNian! We would love to hear from you.  
In the University's effort to uphold its commitment towards improvement of instructional delivery, we are asking for your time to accomplish the faculty evaluation for all your instructors in the subjects taken during the 1st Semester of SY 2023-2024.  
Wishing you all the best of luck as you enter the next semester.

**Schedule Details**

CLASS CODE	SUBJECT	SUBJECT DESCRIPTION	FACULTY	STATUS
10090	URD_IM102_IT	Information Management 2(Advance Database System)	LAPITAN, BRIAN B.	EVALUATED
10091	URD_CC106_IT	Application Development and Emerging Technologies	Reyes, Joshua C.	EVALUATED
10092	URD_NET102_IT	Networking 2(Advance Networking)	COZ, Ezralyn L.	EVALUATED
10093	URD_MS102_IT	Quantitative Methods	BROSAS, MONICA B.	EVALUATED
10095	URD_SP101_IT	Social and Professional Issues	Esteves, Kathleen Jane G.	EVALUATED
10096	URD_WS101_IT	Web Systems and Technologies 1	ACOSTA, MICHAEL E.	EVALUATED
10097	URD_MD101_IT	Mobile Application Development 1	TAMAYO, ARNI-RIE F.	EVALUATED
10098	URD_GEE12	The Entrepreneurial Mind	Mangsat, Mark John T.	EVALUATED

...and that's all,

**THANK  
YOU!**

