

Summary and activities where the hours were dedicated to:

1. Creating JavaScript Requests to Get Data from C Endpoints#

- This activity involves using JavaScript to send requests to endpoints implemented in C, facilitating communication between client and server for data exchange and application functionality.

2. Requests via handlers to the rest api

- This activity involves making requests through handlers to the REST API, enabling interaction with the API endpoints to retrieve, manipulate, or store data in a web application.

3. Real-time execution of CRUD operations

- This activity focuses on executing Create, Read, Update, and Delete (CRUD) operations in real-time, allowing for immediate interaction with data within a system or application. Adapting the system on mobile devices

4. Dark Mode Implementation for Mobile Devices

- This task involves implementing a dark mode feature specifically tailored for mobile devices, enabling users to switch between light and dark color schemes for improved visibility and reduced eye strain during nighttime usage.

5. User Interface Proposals for Mobile Devices

- This task entails developing proposed user interface designs specifically tailored for mobile devices, suggesting layout, navigation, and visual elements optimized for smaller screens and touch interactions, aiming to enhance user experience and usability on mobile platforms.

6. Background Tasks

- This activity involves managing background tasks within a software system, ensuring efficient execution of processes that run independently of the main user interface or application logic, thereby enhancing performance and user experience.

7. Timer

- This task involves setting specific time intervals or schedules using timers within a software application, enabling automated execution of tasks or events at predetermined intervals or at specific times, enhancing the functionality and efficiency of the application.

8. Scoped injection

- Scoped injection refers to the practice of limiting the scope or lifetime of dependencies injected into a software component or module. By defining specific scopes for dependencies, such as singleton, transient, or request, developers can control when and how instances of these dependencies are created and managed within the application.