



# Upgrade of control programme for the POSEIDON silicon irradiation facility

Reflection

Bachelor of Applied Computer Science

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## **1 INTRODUCTION**

An internship is more than working, it's using your knowledge in a company you have or haven't worked in. It's also a way to connect with the company through its culture, because each company has its own culture. Finally, it's a way to check how the individual works in an environment (that can be stressful) to finish a project.

This is a big moment to learn for a student. This is because the student not only releases emotions and feelings, but also visions and opinions.

This document represents a summarization of the functioning within an internship organization, as well as the impact of the internship for the company and the personal appreciation of the past 13 weeks.

There are 2 parts to this document: content reflection and personal reflection. The first part is all about the end result and if the expectations are met. What are the recommendations for continuing the project. Similar items will be addressed in this part.

The second part is about my personal experience of the internship. What have I learned, what obstacles have I (tried to) overcome, how I have grown, both physically and mentally, will be mentioned in this part.

## 2 SUBSTANTIVE REFLECTION

SCK CEN is a company that keeps an enormous number of documents (and thus information). Those documents are kept in Alexandria (a kind of library of all kinds of information). The problem is that the library is so large that it is time-consuming to download all the important documents. Therefore, someone had written a tool that improves this. This tool is called CDST (Critical Docs Synchronization Tool).

The purpose of this project was to upgrade CDST. The things that needed to be upgraded were:

- Documents need to be downloaded, not copied
- Write log files for documents
- The user-friendliness of the tool (what's in the log file, whether the documents were downloaded successfully, or an error occurred, etc)

The internship was sadly enough not a success, but I made sure that my mentor could continue working on it if they so wanted to. Most (but not all) elements of what was asked has been fulfilled.

Within this request primarily fell on understanding someone else's code. During the internship, a clear framework of what the project must have was brought in. Even though it looked easy and very interesting in the beginning, the project ended up being more difficult and stressful than anticipated.

The information I gathered to understand the code was very valuable to me and the company.

The project still isn't at an end. There are a few things left to do:

- Fix the issue where documents get the wrong extension when downloaded
- Fix the issue where the tool crashes rarely when choosing an attribute
- Automate the version every time there is a new update to the tool.

### 3 PERSONAL REFLECTION

This internship was a very fun and knowledge-filled experience. Not only have I learned SCK CEN and have I seen a nuclear reactor for the first time, I also met a ton of fun and different colleagues. There was 1 person who was always working with a Hawaiian shirt and shorts: what people visualize when they hear about IT people. It was a weird but fun change from my school routine, that after three years had become habit, to a work routine. This was a good approach to professional career.

The setting of SCK CEN was ideal to improve my communicative abilities, considering I have some problems with keeping things to myself more than talking to others. The few moments I had contacts with my mentor was very useful to make questions and answers a big understanding.

Some of the things I have learned while interning at SCK CEN:

- Having a social interaction with colleagues can bring you quite far.
- Some projects cannot be completed in time, so be sure to tell the recipient on time if it will not finish by the deadline.
- There are many ways to work together as a team.
- Colleagues may have knowledge that you want and need to learn to complete your project.

I have grown in working alone and asking good questions. I have grown in updating/upgrading someone else's code. I have also grown in helping colleagues by conversing with them. Finally, I have grown in thinking about problems a non-technical user could run into.

All of this resulted in a failed end to my internship. I did however learn a lot about working for companies and I am ready to continue improving my work and social knowledge. There were a couple of obstacles I ran into during the 13 weeks. First, Alexandria is confusing to work through and understand, which resulted in a few instances where I asked how Alexandria worked. To try and circumvent problems with that, I tried making the code more readable.

Another thing that made sure that the progress of the project was halted, was me asking my mentor a few questions to try and understand some technologies and tricks. This sadly felt like I was a huge burden to him and I was annoying him a lot. That is why I tried to keep those questions to myself, which in turn also halted the project.

But these are things I can improve on in my next working experience/internship. I am very grateful for all the chances and help that my mentor gave me. Another thing that I am very grateful for is the freedom I got with choosing how to tackle an obstacle and create a conclusion.