

Weekly Report

Week – 01

Submitted By

Muhammad Khurram Shehzad

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COMSATS University Islamabad, Abbottabad Campus



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1. Introduction:

This report outlines the tasks and activities completed during the first week of my internship at CODELOUNGE Pvt. Ltd. The internship spans 6 weeks, from 15 January 2026 to 28 February 2026, and focuses on practical exposure to mobile application development and professional software engineering practices.

Additionally, I am completing this internship alongside a university classmate, [Muhammad Mutee Ullah \(FA23-BSE-073\)](#). While we are assigned different tasks, we maintain a collaborative learning dynamic by discussing challenges, exchanging ideas, and providing mutual support when needed. This shared journey has contributed positively to both productivity and confidence, fostering a supportive and team-oriented learning environment.

2. Duration:

Week Duration:

15 January 2026 – 21 January 2026

3. Overview:

The first week primarily focused on orientation and getting hands-on practice with mobile application development. During the initial days, I was introduced to the company's workflow, team structure, and development environment. This helped me understand how professional software teams operate and how projects are planned and structured.

Later in the week, I started working on a personal portfolio application using Flutter. This project served as a practice session to get familiar with the development environment, UI design implementation, and cross-platform considerations. By the end of the week, the portfolio application was still in its early stages and remained incomplete.

Throughout the week, peer discussions with my internship partner proved valuable. Even though we were working on different parts of our portfolio apps, we frequently exchanged suggestions and feedback, which strengthened our problem-solving skills and encouraged collaborative learning.

4. Task Performed:

The following activities were carried out during the first week:

- Participated in onboarding and introductory sessions to understand the company environment and processes.
- Explored the Flutter development environment and project structure.
- I started developing a personal portfolio application as a practice project.
- Designed basic UI layouts and navigation for the portfolio app.
- Applied Flutter widgets to convert design concepts into functional user interface elements.
- Engaged in peer discussions for idea sharing and implementation strategies.

5. Learning Outcomes:

The first week provided valuable foundational learning, including:

- Understanding professional workflows and software development environments.
- Gaining hands-on experience with Flutter for UI development.
- Practicing layout design, navigation, and cross-platform considerations.
- Appreciating the importance of peer collaboration and knowledge exchange.
- Building confidence in starting an independent project within a professional setting.

6. Challenges and Solutions:

Challenges:

- Adapting to a structured development environment for the first time.
- Understanding Flutter project structure and UI implementation basics.
- Planning a personal project while balancing learning goals.

Solutions:

- Discussed technical issues and ideas with my internship partner before seeking senior guidance.
- Followed tutorials and internal resources to quickly get familiar with Flutter practices.
- Focused on small, achievable components to build a strong foundation for the portfolio app.



7. Conclusion:

The first week of the internship provided a strong foundation in mobile application development and project planning through hands-on practice with a portfolio app. Although the portfolio project remained incomplete by the end of the week, the experience helped me gain confidence in using Flutter, encouraged peer collaboration, and prepared me for more advanced development work in the following weeks.