| PROGRESS REPORT #3 | | | | | |
|--|---|--|--|--|--|
| Course Code: CPE 201L | Program: BSCpE | | | | |
| Course Title: Data Structure and Algorithm | Date Performed: September 20, 2025 | | | | |
| Section: 2A | Date Submitted: September 20, 2025 | | | | |
| Group Members: | Instructor: Engr. Maria Rizette H. Sayo | | | | |
| Leader: | | | | | |
| Villanueva, Bryan O. | | | | | |
| Members: | | | | | |
| Asugas, Kenneth R. | | | | | |
| Regondola, Jezreel P. | | | | | |
| Ruperto, April Anne A. | | | | | |
| Villacin, Justine R. | | | | | |

1.Objectives

This project aims to implement the following:

• Design a user friendly and visually appealing interface for the diary application.

2. Discussion

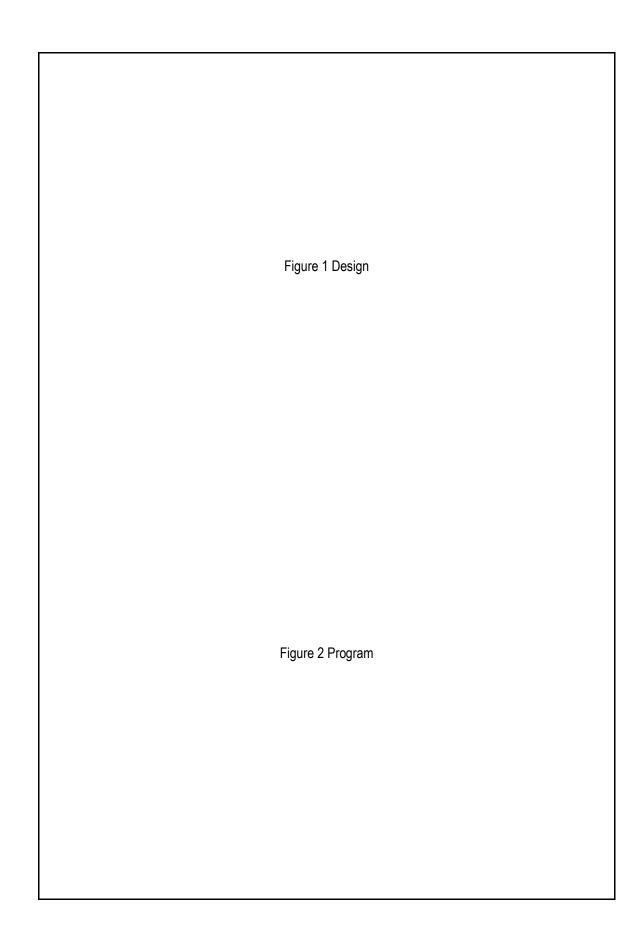
During this second progress, we plan to develop a diary application in Python where users can organize their personal notes in a straightforward and organized way. The program was implemented with the

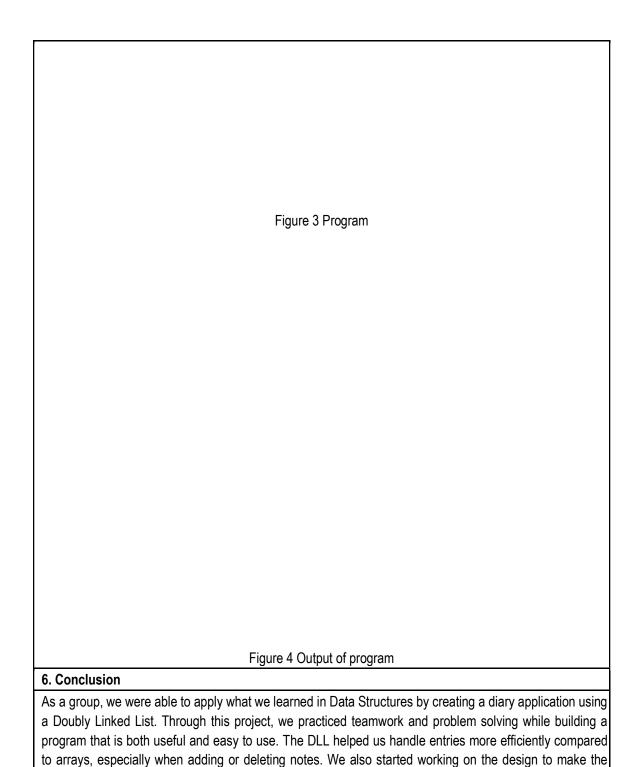
- PC Personal computer used to run programs, save files, and do tasks like typing, browsing, or coding.
- Visual Studio A compiler to write and run html, js, css, and python.
- Canva For designing of the application.

4. Procedure

- 1. Continuation of the design finishing of the final design for the application.
- 2. Front end Creating of a front end for the application
- 3. Coding Writing of HTML, CSS, JS of the front end.
- 4.

| 5. (| 0 | ut | ่อเ | ıt | |
|------|---|----|-----|----|--|
| • | • | | M | | |





application simple and user-friendly. Overall, this progress showed us how data structures can be applied

in real projects and gave us more confidence to continue improving our application.

| Criteria | Ratings | | | | | | | | Pts | |
|--|--|--|--|---|--|---|--|--|--------------------------------------|-------|
| SO 7 PI 1 Student Outcome 7.1 Acquire and apply new knowledge from outside sources. threshold: 4.8 pts | 6 pts Excellent Educations interests and pursuits exist and flourish outside classroom requirements,knowled and/or experiences are pursued independent and applies knowledg learned into practice | interests and exist and floo outside class dge requirement re and/or expe ly pursued ind | ational 5 d pursuits 1 d pursuits 5 durish 6 descroom 7 des,knowledge 5 deriences are 1 dependently 1 | 4 pts Satisfactory Look beyond classroom requirements, showing interest in pursuing knowledge independently | y Unsatisfactory Pool Reli look beyond class classroom inst requirements, showing interest in pursuing | | s to Relies on No initiative instruction or interest only in acquiring new knowledge dge | | Poor ative aterest uiring | 6 pts |
| Student Outcome 7.2 Learn independently threshold: 4.8 pts | 6 pts Excellent Completes an assigned task independently and practices continuous improvement | Good Completes an assigned task without supervision or | 4 pts Satisfactory Requires minimal guidance to complete an assigned task | Unsatisfactory Poo Requires detailed little or step-by-step com | | Poor Shows Ver ittle interest to inter- complete a task con | | 1 pts Very Poor interest to complete independe | a task | 6 pts |
| Student Outcome 7.3 Critical thinking in the broadest context of technological change threshold: 4.8 pts | 6 pts Excellent Synthesizes and integrates information from a variety of sources; formulates a clear and precise perspective; draws appropriate conclusions | 5 pts Good Evaluate information from a variety of sources; formulates a clear and precise perspective. | 4 pts Satisfactory Analyze Information from a variety of sources; formulates a clear and precise perspective. | 3 pts Unsatisfactory Apply the gathered information to formulate the problem | | and sum the infor | | mmarized Gather information variety of sources o ate the | | 6 pts |
| Student Outcome 7.4 Creativity and adaptability to new and emerging technologies threshold: 4.8 pts | 6 pts Excellent Ideas are combined in original and creative ways in line with the new and emerging technology trends to solve a problem or address an issue. | 5 pts Good Ideas ard creative and adapt the new knowledge to solve a problem or address an issue | Ideas are creative in solving a | Shows some creative ways solve the prob | | some initia e ways to atte | | 1 pts Very Pc Ideas a copied restate the sou consult | or d from arces | 6 pts |