COLLEGE OF COMPUTER AND INFORMATION SCIENCE

Academic Year 2024 – 2025

CS199F (CS PRACTICUM) NARRATIVE REPORT

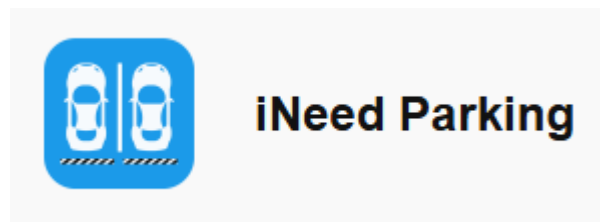**Submitted by:**

Kimtribi Aleksie B. Cuevas

Submitted to:

Jonalyn G. Ebron

<p style="text-align: center;">**Overview of the Practicum Engagement**</p>

Company Background

<p style="text-align: center;">**Logo of iNeed Parking Solutions Inc.**</p>

iNeed Parking Solutions Inc. is a company based in Makati City, Philippines, that specializes in innovative parking solutions. Their motto is "Your Parking Partner in Progress: Innovating Today for Tomorrow's Solutions. Making city parking convenient and easy."

They offer a range of products and services, including:

- **G1000 series Parking Software:** A foundational parking system designed for efficient management with features like QR code/barcode scanning, unlimited parking slots, receipt printing, flexible parking-charge rules, and multiple holiday/event parking charge configurations.
- **Design and Planning:** Assistance with navigating parking design complexities to ensure efficiency and convenience.
- **System Integration:** Specialization in integrating parking solutions into existing systems for compatibility and optimal performance.
- **System Installation and Commissioning:** Handling all aspects of installation, from equipment setup to system configuration, with comprehensive testing.
- **Software Customization:** Tailoring parking software to fit unique client needs and preferences.

Nature of Assignments and Tasks

During my practicum at iNeed Parking Solutions Inc., I took part in the Training Program which consists of 24 Tasks as a training procedure before proceeding to developing the application. This 24-task training program is a meticulously structured journey designed to take you from foundational programming concepts to building a fully functional, real-time application. It's a comprehensive internship that emphasizes practical application and integration of various modern development tools and methodologies.

Phase 1: Foundational C# and .NET Console Applications

During Phase 1, it focuses on building a robust foundation in C# programming by delving into its syntax, Object-Oriented Programming (OOP) principles, and error handling, all within the straightforward environment of .NET console applications. You'll master essential concepts like data types, control flow, methods, and basic data structures, even learning to simulate automated messages through console-based logic, setting the stage for more complex application functionalities. The tasks provide us with training to write a paragraph and save it to a text file while also it can read the specific text file. The other half

of phase 1 focuses on using SMTP server and SMTP hosts by creating an automated e-mail with the use of task scheduler. Also includes a user registration where an automated OTP is provided to validate user's registration.

Phase 2: Database Management with MongoDB

In Phase 2, once we are comfortable with C# logic, the tasks teach us how to store and manage information using **MongoDB**. Learning fundamental database concepts, setting up MongoDB instances, and using the **C# driver** to perform **CRUD (Create, Read, Update, Delete)** operations, enabling the applications to interact dynamically with stored data.

Phase 3: API Development and Testing

In Phase 3, this phase teaches us to build the communication backbone of modern applications: **APIs.** Using **C#** with **ASP.NET Core,** I developed **RESTful API endpoints,** which specifically focused on **user registration** to handle new accounts securely. Gaining proficiency with essential tools like **Insomnia** or **Postman** to thoroughly test my APIs, ensuring they function correctly and securely before integration with any frontend.

Phase 4: Frontend Development with Flutter & UI Design

With the backend established on previous phases, this phase focuses on the user-facing side, starting with **UI wireframe design** to plan intuitive user experiences. With the use of **Flutter,** Google's framework for building cross-platform mobile applications, using **Android Studio** as the development environment. I learned crafting compelling user interfaces and connecting the Flutter app to the APIs I built during phase 3, bringing backend functionality to life on mobile devices.

Phase 5: Real-Time Chatroom Application & Integration

In this final phase, I am tasked to build a **Real-Time chatroom application** to serve as our final training module. These tasks require integrating every skill acquired throughout the whole training period. The C# backend, MongoDB for data storage, APIs for communication, Flutter frontend for mobile applications while WebApp for web applications to provide user interaction. Also implementing **real-time communication** with the use of WebSockets/SignalR to enable instant message exchange, demonstrating my ability to develop a fully functional, interactive, and modern application from end to end.

Total Hours Rendered

Over the course of my practicum at iNeed Parking Solutions Inc., I rendered a total of more than 324 hours. This was divided into two segments: the training and the application development period. Most of the time I spent on the training segment to enhance my current skillset and to learn more about software development.

Presentation of Output

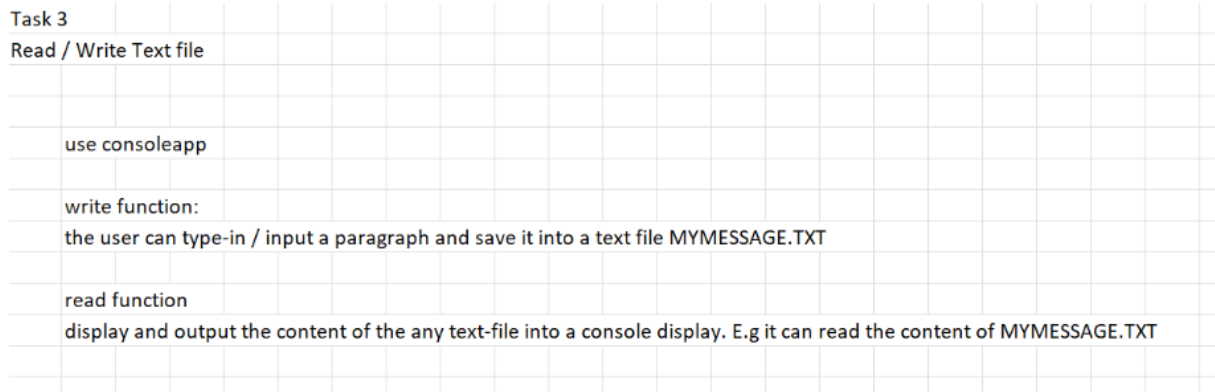Phase 1 of the Training Program which focuses on the Foundation of C# and .Net Console Applications.

Task 3

Task 3
Read / Write Text file

use consoleapp

write function:
the user can type-in / input a paragraph and save it into a text file MYMESSAGE.TXT

read function
display and output the content of the any text-file into a console display. E.g it can read the content of MYMESSAGE.TXT

Figure 1

Task 5

Task5-csv file.txt   Open with Google Docs

No need to use 3rd party. Direct write to textfile same as your precious task. But saved as *.csv
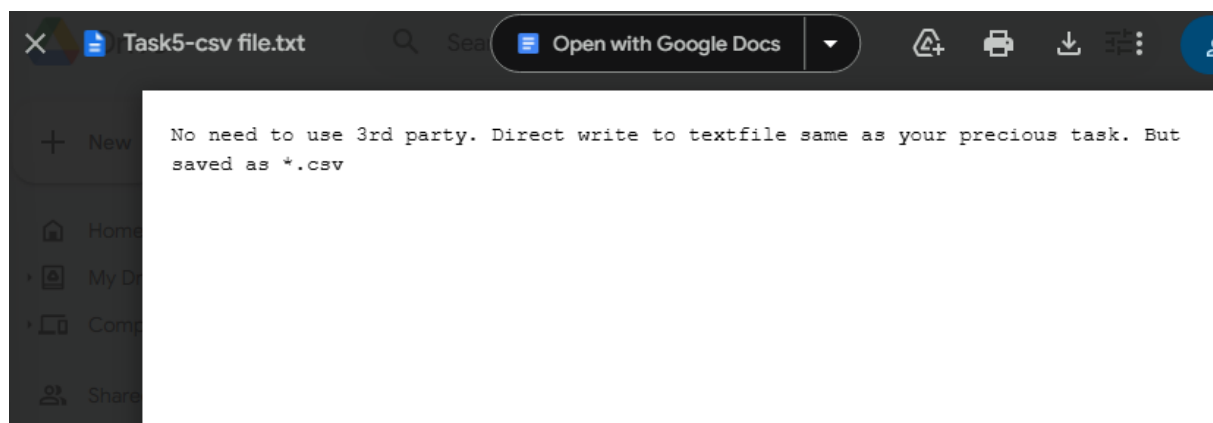
Figure 2

Sample Training Tasks in Phase 1

This image shows **Task 3** showing that with the use of console app, the user should be able to type or input a paragraph and save it to a text file MYMESSAGE.TXT and has also a read function to display the output of the content of any text-file into the console display

Another image shows **Task 5** shows that doing the same task during **Task 3** but saving it as a .csv file instead of a txt file

Task 9

Task 9	User Registration / Signup
	using consoleapp
	new user registration, (mimic the sample scenario when signing up with any apps e.g gmail or facebook)
	record basic information, names, birthdate, age, email, mobile, address, national id,
	user login
	username (emailaddress will be the username")
	password (Sha256 encrypted. Not plain text readable)
	use mongodb as database to store the user's information
	send email OTP to validate the user's email. Prompt "invalid OTP" if the user is just trying to guess random OTP.
	OTP is a 6digit random generated and must be recorded
	user can change their password but must be asked for OTP sent to their email
	the OTP is valid for 2mins and shall expire if unused
	the OTP shall expire when it was successfully validated or used.
	use Draw.io to diagram the flow of user registration
	in the video and screenshot, include the database table/collection and diagram
	limit the video presentation to lessthan 2mins showing the full functionality of the system.
	due on Monday 5pm.

Figure 3

Sample Training Task in Phase 2

This image shows **Task 9** for Phase 2 that I am supposed to make a user registration using Console app to record basic information like name, birthdate, age, email, mobile number, address, national ID with a user login feature provided. Using **MongoDB,** to store the data gathered with other functions included as well such as sending an email OTP to validate the user's email, changing their password with the usage of OTP also. Including a 2-minute timer before OTP expires.

Task 11

Task 11 | **API for User Registration / Signup**
Use asp.net MVC (REST Api)

new user registration, (mimic the sample scenario when signing up with any apps e.g gmail or facebook)
record basic information, names, birthdate, age, email, mobile, address, national id,

user login
    username (emailaddress will be the username")
    password (Sha256 encrypted. Not plain text readable)
use mongodb as database to store the user's information
send email OTP to validate the user's email. Prompt "invalid OTP" if the user is just trying to guess random OTP.
OTP is a 6digit random generated and must be recorded
user can change their password but must be asked for OTP sent to their email
the OTP is valid for 2mins and shall expire if unused
the OTP shall expire when it was successfully validated or used.
Use insomnia or Postman software for API testing

simple one page: use Draw.io to diagram the flow of user registration
in the video and screenshot, include the database table/collection and diagram
limit the video presentation to lessthan 2mins showing the sourcecode and full functionality of the system.

Due on: tomorrow 10pm

Figure 4

Sample Training Task in Phase 3

This image shows **Task 11**, where I am tasked to do an **API** for User Registration/Sign up with the use of ASP.NET MVC (**Rest API**). Like Task 9 in Phase 2 but with the use of **APIs**. I used Postman to test if the API is working and checking MongoDB as well if the data is stored.

Task 18

Task 18 | **MobileApp page layout and Navigation**

Use Flutter

Create a homepage with bottom 5 navigation/menu
Menu1,2,3,4,"More"

from the UIwireframe of your Task16 create a simpe page for each with only Text "e.g This is Profile page"
    e.g Transaction page, Profile page, etc
    by clicking /pressing each menu - the simple page should be shown.
    mimic a simple flow of your Task16
Layout one of the page
    contains and a mix of
    scaffold, appbar, container, Text, button, picture, label, etc.,
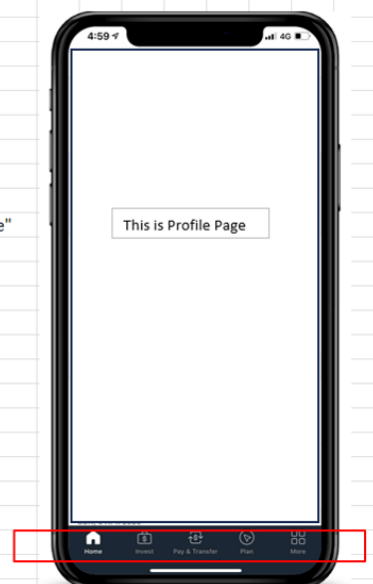
Figure 5

Sample Training Task in Phase 4

The image shows **Task 18,** where I am tasked to create a flutter application with fully functional navigational menus and buttons. I created a wireframe in **Task 16** but in this task, I made a simple UI that enables the user to navigate the whole application with specific menus that is like a parking application.

Task 21

Task 21	Realtime apps (Mobileapp Chat messaging + Webapp + Consoleapp)
	Using your realtimeapp from Task14
	Create a flutter app/mobile app to join into the chatgroup
	demonstrate that the flutterapp + consoleapp + webapp can communicate
	Video demo/presentation
	should always include your basic diagram / flow / or some form of working architecture
	give a tour and a brief explaination of your code
	demo the working product/s.

Figure 6

Sample Training Task in Phase 5

In this phase 5, **Task 21** trained us to do a fully functional real-time application that enables the WebApp, Console App and Mobile App to communicate with each other. With the **API** training I learned in **Phase 3**, I can make an application that enables the users to do a real-time messaging between WebApp, Console App, and Mobile App using Flutter.
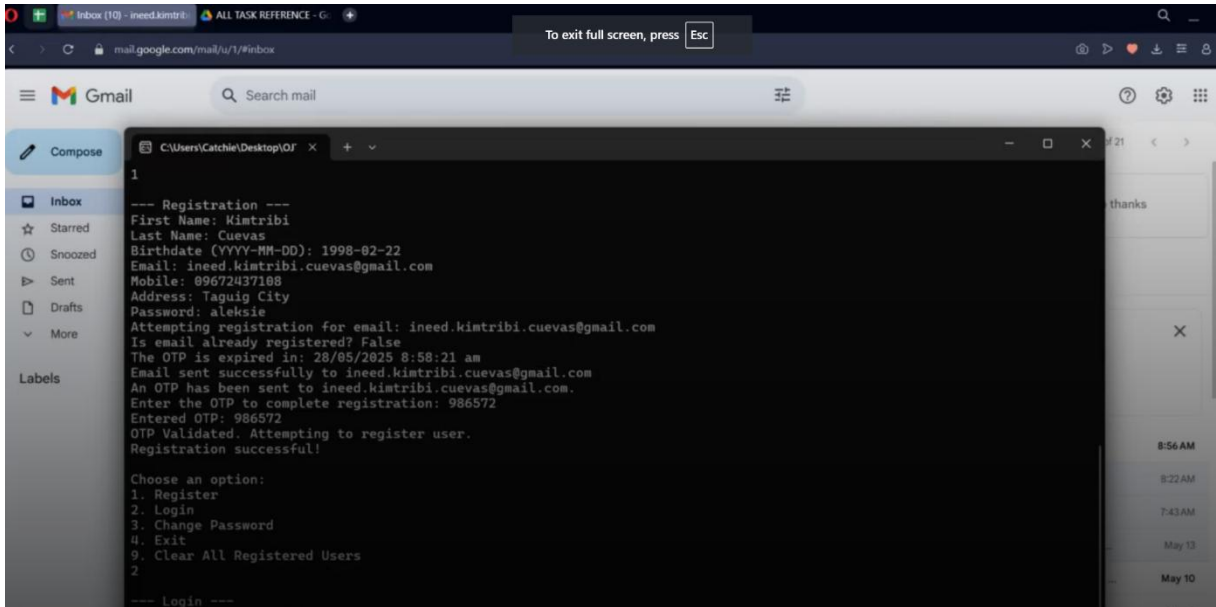
Sample Outputs in Training Tasks
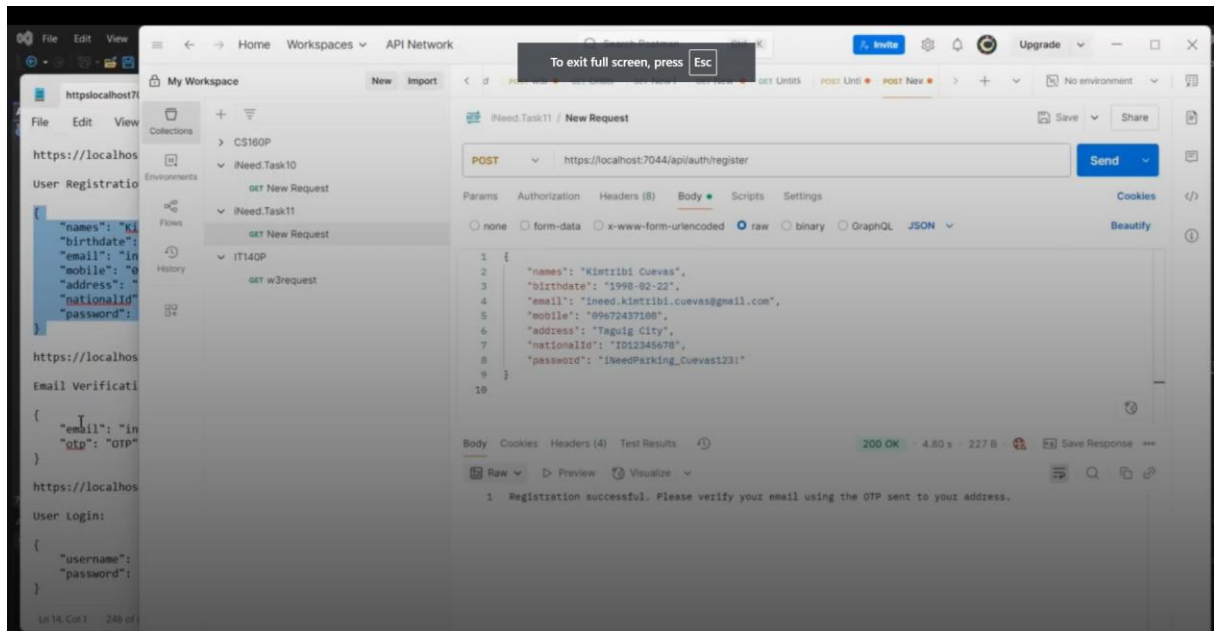
Task 9

Figure 7
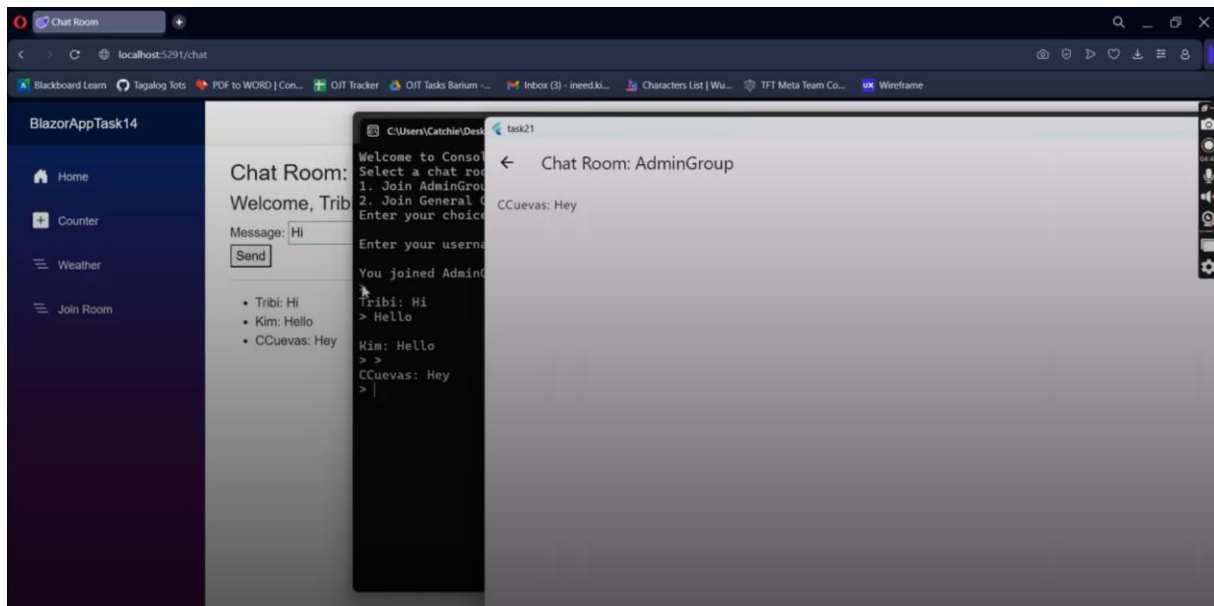
Task 11

Figure 8

Task 21

Figure 9

Work Immersion

During my work immersion in iNeed Parking Solutions Inc., I was assigned to a team to work on the Admin Module of the Project. The module consists of doing User Management which handles the User Account Activation/Deactivation and showing their Data. It started with doing a story for the User of the Admin Module, allowing the administrator to view all user accounts, and also able to activate/deactivate user accounts. To show a use-case diagram showing the relations in the User Management Sytem. Also to work on the lists of both parking owners and renting parking customers. After doing all of it, I can proceed to work on the wallet account transactions. Here shows the figure of the diagram of the admin module of the project.
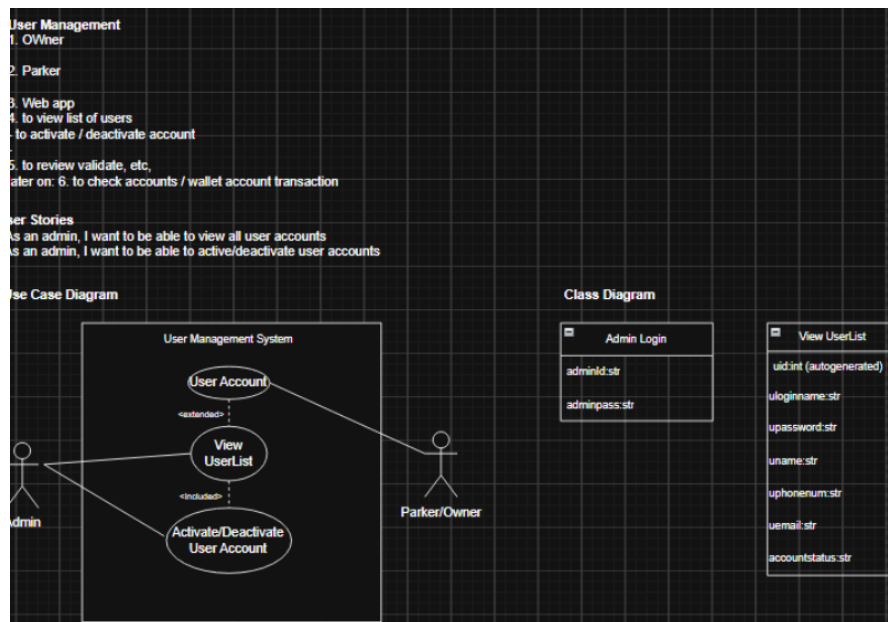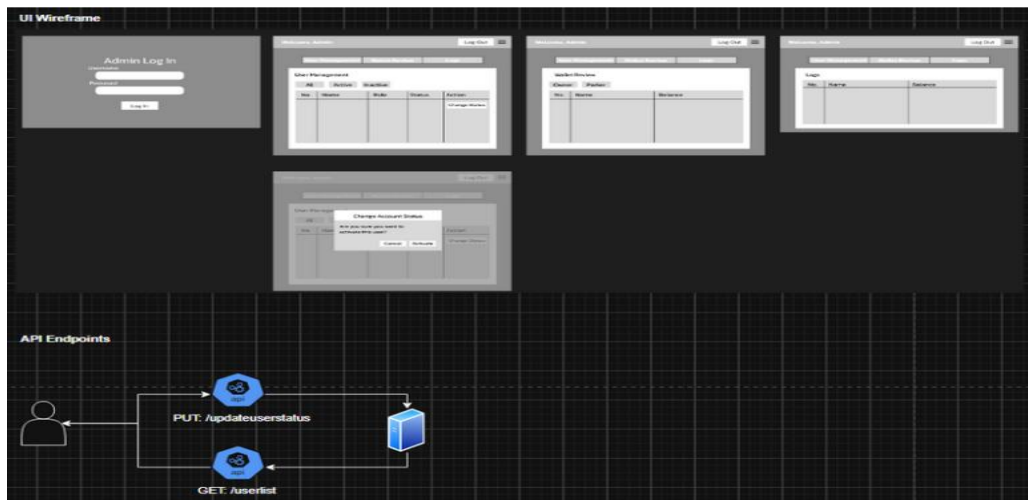

Figure 10

Figure 11

Synthesis of the Practicum Engagement

My practicum experience under the Training Program at iNeed Parking Solutions Inc. gave me the opportunity to work in a structured environment where I could apply what I've learned and pick up new skills. The program was divided into five phases, and each of them helped me grow my current skills and learn more about software development. I also learned how innovative parking systems can be in the future and how I can learn more about the system.

This practicum helped me realize how important it is to be detail-oriented, manage my time well, and communicate clearly especially when working on something that will be used by other users. It also gave me a better idea of what it's like to work in a professional setting and how I can contribute as someone in a technical role.

Learnings

During my practicum at iNeed Parking Solutions Inc., I gained a strong understanding of how innovative parking systems are nowadays. I learned how different training modules such as real-time applications and UI design are integrated to support business operations in the parking industry. The training helped me understand how the company make use of such applications to create an innovative parking system even starting from scratch.

Beyond the technical knowledge, I also developed soft skills that are just as important in a professional setting. I improved in time management, communication, and adapted to feedback from workmates and senior project managers. Working with a team and handling client-based tasks taught me how to stay organized, meet deadlines, and deliver outputs that align with the company goals.

Realizations

During my practicum at iNeed Parking Solutions Inc., I realized that the training part of the company is crucial to do certain tasks within the company. It also makes me realize that since it's a fast-paced development, I need to be aware at any time whenever the system gets faulty and be prepared for any difficulties during the development and deployment.

I also realized that even those who are good technically or have good skills at coding is not enough on their own. The person should be also good at managing their soft skills as

well as managing time well and being organized during work. There are also times that I should be able to handle many tasks at once because at any given time, a workload should be made as soon as possible but other workmates are not present now. There are moments that I handle both training and project development on my own, so I taught myself how to handle those problems with ease and overcome the difficulties I faced.

Another thing I noticed is during the practicum; it gave me excitement on going to real-world environment because not because of different workload from during studying but on how can I motivate myself to do more than usual and being able to upskill myself during the process and knowing my work is appreciated while being taught on how to make the product better.

Conclusion

My practicum at iNeed Parking Solutions Inc. gave me a solid introduction to the world of Parking industry and the Real-World setting. Through their Training Program, I was able to learn how to utilize such applications to help me build the applications faster than I used to. Enabling me to enhance my skills in communication, time management gives me a huge boost of confidence to improve myself.

Facing challenges such as adjusting to a work from home setup, and handling multiple tasks at once, I was able to finish them all with problems fixed in time and deliver necessary outputs. I am thankful for the opportunity to learn, gain real-world experience, I know that this experience will help me grow and will be useful in my career as a Computer Science Graduate. This practicum helped me see where I can improve more and get a clearer direction heading to different industries

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KIMTRIBI CUEVAS

Computer Scientist

CONTACT

kimtribi24@gmail.com ✉
09672437108 ☎
Hagonoy, Taguig ◉

EDUCATION

B.S.
Computer Science
Mapúa Malayan Colleges
Laguna
October 2021 - Present

RELEVANT COURSES

Data Structures
Algorithm Design
Database Management
Systems
Software Engineering
Game Development
App Development
Data Visualization
Software Design Methodology

SKILLS

Advanced: C#, C++, HTML,
Unity, Android Studio

Familiar: Python, MySQL, Java,

Android Studio, Postman,
Insomnia

CAREER OBJECTIVE

A motivated and analytical Computer Science Graduate seeking an entry-level position in software development, leveraging strong foundational knowledge in data structures, algorithms, and programming languages to contribute to innovative projects and grow as a skilled developer.

PROJECTS

Tagalog Tots
Developer

- Built a native mobile app for Android that allows a user to learn Filipino language using Flashcards, and matching type
- Used C#, Unity, GitHub in creation and maintenance, implementing user feedback

VGMech
Developer

- Help build a website dedicated to learning game mechanics

  Interactively and collaboratively, featuring a demonstration, sample code implementations, mini games with leaderboards, and a discussion forum where users can engage with the content and peers to enhance their understanding of game design principles

CERTIFICATIONS

Google Cloud Computing Foundations

TOEIC (January 2025)

Google Cloud Skill Boost (2023)

Endorsement Letter

MAPÚA MALAYAN COLLEGES LAGUNA

CCIS | **COLLEGE OF COMPUTER AND INFORMATION SCIENC**
MAPÚA MALAYAN COLLEGES LAGUNA

10 May 2025

MR. JONARC CARDINES
Principal Engineer, iNeed Solution Inc.
2nd Floor, Wyce Business Center 9599 Kamagong
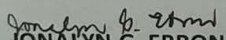Barangay San Antonio Makati City 1203, Philippines

Dear Mr. Cardines,

The BS Computer Science program of Mapúa Malayan Colleges Laguna requires their students to undergo a Practicum program for a minimum of 324 hours during the third term of our academic calendar.

We would like to request that Mr. Kimtribi Aleksie B. Cuevas be permitted to have his training in your company. We believe that your company can provide the relevant exposure necessary for our students to achieve the intended learning outcomes for the BS Computer Science program. We are confident that he will be able to acquire the practical knowledge and skills expected from a Computer Science graduate which, in turn, would guarantee a continuous supply of CS professionals needed by your company.

We thank you for your favorable action and we look forward to a more meaningful linkage that is mutually beneficial to our students and your company.

With warm regards,

JONALYN G. EBRON
BS Computer Science Program Chair
College of Computer and Information Science
Mapúa Malayan Colleges Laguna

jgberon@mcl.edu.ph
(049) 832-4076

Practicum Acceptance Form

MCL
Malayan Colleges Laguna
A MAPÚA SCHOOL

REVISION NO.: 00
REVISION DATE: May 10, 2016

PRACTICUM CONFIRMATION AND ACCEPTANCE FORM

IMPORTANT INFORMATION
- STUDENTS ACCEPTED FOR PRACTICUM IN A HOST COMPANY WILL HAVE TO ACCOMPLISH THIS FORM.
- ASK THE PRACTICUM SUPERVISOR/ COMPANY REPRESENTATIVE TO FILL IN THE DETAILS OF THE TRAINING.
- SUBMIT TO THE PRACTICUM ADVISER/COORDINATOR PRIOR TO THE START OF TRAINING.

NAME OF STUDENT	Kimtribi Aleksie B. Cuevas	STUDENT NUMBER	2016180044
COURSE CODE	CS199F	SY/TERM ENROLLED	2024-25 / 3T

This is to certify that _KIMTRIBI ALEKSIE CUEVAS_ (name of student-trainee) has been accepted for practicum at _iNeed Porking, WYCE BUSINESS CENTER, MAKATI CITY_ (name and address of establishment) and will be attached to the _ENGINEERING_ department/s for a minimum of, but not limited to _324_ hours.
Training will commence on _MAY 07 25_ and is expected to end on _July 2025_. Attached is the list of requirements.

COMPANY REPRESENTATIVE

Dhalia Cardines
Signature over Printed Name

Engineering Department
Department

Admin
Official Designation

admin@ineed.com.ph / 0917-7717275
Email and Contact Number/s

NOTED BY

Jonalyn B. Staw   5/7/25
Signature over printed name of Practicum Coordinator

Nov 7, 2025
Date

COPY: (1) STUDENT; (2) HOST COMPANY; (3) PRACTICUM COORDINATOR

FORM OVPAA 030B

THIS FORM IS AVAILABLE AT THE OVPAA.

Liability Waiver

MCL
Malayan Colleges Laguna
A MAPUA SCHOOL

REVISION NO.:	00
REVISION DATE:	May 10, 2016

STUDENT TRAINING AGREEMENT AND LIABILITY WAIVER

IMPORTANT INFORMATION
- THIS FORM IS TO BE ACCOMPLISHED AND SUBMITTED BY STUDENT TRAINEE TO THE PRACTICUM ADVISER BEFORE STARTING THE PRACTICUM.
- READ AND UNDERSTAND THE PROVISIONS OF THIS AGREEMENT AND WAIVER.
- ENSURE THAT ALL SIGNATORIES SIGN THE FORM.

I, _Kimtribi Aleksie B. Cuevas_, and a student of MALAYAN COLLEGES LAGUNA (hereinafter referred to as "MCL", do hereby voluntarily undergo on-the-job training at _iNeed Parking Solutions. Inc._, hereinafter referred to as the "Host Company", located at _2nd Floor, Hycel Business Center, San Antonio, Makati City_, under the following terms and conditions:

a.   That the practicum training will commence on _May 7 '25_ and ends on _July 2025_ and will have to complete a minimum of _72.4_ hours required for the on-the-job training;

b.   That I shall observe proper decorum and act professionally at all times and abide by the Company's rules and regulations and comply with those imposed for the training program, otherwise, I shall be excluded from further participation;

c.   That in the course of my training program, I may have access to information which may be of confidential in nature and proprietary to the Company, for which I may be required to execute a confidentiality and non-disclosure agreement as a prerequisite to my participation in the training program;

d.   That the time I will spend on the training program in the completion of my on-the-job training requirements will not and should not be interpreted or construed as working hours and should be regarded as non-compensable. Provided that, the Company may, as a unilateral act of liberality or generosity on their part, provide me with meal, travel, transportation allowances, accommodations, etc.;

e.   That I fully understand that notwithstanding the allowances enumerated in the preceding section which I may receive, there exists no labor-management and/or employer/employee relationship between me and the Company where I will undergo my training;

f.   That I shall exercise due care and diligence in the tasks assigned to me and personally be made answerable for any and all liabilities for damage to property or injury to third person, which may be occasioned by my intentional or negligent acts during the course of my on-the-job training;

g.   That I shall likewise hold the Host Company and MCL free and harmless from any and all liability and responsibility for any sickness or injury to myself and third parties and damage to property which I may sustain and/or may occur at any time during the training program, including time spent in traveling to and from any and all premises and locations where I may be required to go to as part of my training program;

h.   That the Company reserves the right to discontinue my training on reasonable grounds upon written notice to MCL and my Additionally, in the event my training program is discontinued for reasons attributable only to myself, I may be made to reimburse the Company for any/all the allowances, stipends, etc., which I may have received from them during and prior to the termination of my training program;

i.   That in addition to my liability under section g and for the pre-termination of my training program provided for under section hereof, I may be subjected further to disciplinary action in accordance with the school's student manual and/or be a ground for disqualification graduation;

Signed on this _1st_ day of _May 2025_.

Cuevas
Kimtribi Aleksie B. Cuevas
Signature over printed name of **Student Tr**

WITH OUR CONSENT: _____
Signature over printed name of **Parent/Guardian**
(for minors only)

NOTED BY:

Jonalyn P. Stuart   _5/7/2025_   _Cardines_
Onalia Cardines / iNeed Solutions Inc.

Printed Name and Signature of **Practicum Adviser/ Coordinator**   Printed Name and Signature of **Host Company Representa**

1) STUDENT; (2) HOST COMPANY; (3) PRACTICUM ADVISER; (4) PRACTICUM COORDINATOR

FORM O
THIS FORM IS AVAILABLE

Training Plan

MCL
Malayan Colleges Laguna
A MAPÚA SCHOOL

TRAINING PLAN

NAME	Kimtribi Aleksie B. Cuevas	**COURSE CODE**	CS199F
PROGRAM & STUDENT NO.	BS Computer Science / 2016180044	**COURSE TITLE**	CS Practicum

STUDENT OUTCOMES

CO1. Identify, analyze and recommend solution to the computing problem being faced by the organization

CO2. Apply the different concepts in Computer Science in dealing with the problem-solving process of the organization, and

CO3. Acquire new knowledge and experience while in the organization.

AREAS / PHASES OF TRAINING AND TIME ALLOTMENT

A. Orientation and Techincal Training - 81 hours

B. Development and Implementation - 146 hours

C. Testing, Debugging and Deployment - 65 hours

D. Documentation and Final Output - 32 hours

EVALUATION GUIDELINES & COURSE OUTCOMES

DEMONSTRATION OF SOFT SKILLS (40%)	DEMONSTRATION OF TECHNICAL SKILLS (60%)
KEY AREAS	**KEY AREAS**
COMMUNICATION SKILLS (20%)	**Software Development Skills (30%)**
Relate to co-trainees/supervisors terminologies and rules	
Recite procedures and instructions needed for the tasks	• Involves applying programming knowledge to design, develop and implement software features and modules
Identify and describe safety signs and symbols	• Incorporates business requirements into system design effectively.
Ask critical questions related to the tasks	**Testing and Debugging Skills (20%)**
Produce well-written regular and incident reports	• Focuses on validating software quality and ensuring system stability through testing and issue resolution
Prepares and presents reports using Information and Communication Technology (ICT)	• Debugging issues by analyzing logs, errors, and system behavior
PROFESSIONAL DEPORTMENT (20%)	**Deployment and Documentation Skills (10%)**
Observes proper grooming and attire	• Assisting with software development to development, staging or production environments
Reports to work regularly on time and as necessary, even beyond prescribed working hour	• Documenting code logic, system flow, and architectural decisions
Acts according to the job description given by the company	• Summarizing work and learnings in final reports or presentations
Willing to accept new tasks apart from the usual routine and responsibilities	
Delivers quality output on time	
Demonstrates respect for different individuals	
INITIATIVE (+5%)	**INITIATIVE (+5%)**
Volunteers to perform tasks beyond routine tasks	Volunteers to perform tasks beyond routine tasks

CONFORME	CONSENT (FOR MINORS ONLY)	NOTED BY	ENDORSED BY	APPROVED BY
Cueva 05/06/25 KIMTRIBI CUEVAS SIGNATURE OVER PRINTED NAME OF STUDENT / DATE	SIGNATURE OVER PRINTED NAME OF PARENTOR GUARDIAN / DATE	Jonarc S. Cardines / 2May25 SIGNATURE OVER PRINTED NAME OF PRACTICUM SUPERVISOR / DATE	SIGNATURE OVER PRINTED NAME OF PRACTICUM ADVISER / DATE	SIGNATURE OVER PRINTED NAME PROGRAM CHAIR / DATE

COPY: (1) STUDENT; (2) HOST COMPANY; (3) PRACTICUM COORDINATOR

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Weekly Journals

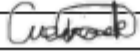## Week 1

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LAGUNA

DAILY JOURNAL

IMPORTANT INFORMATION
- INCLUDE TASK ASSIGNMENTS OR MOVEMENTS, REFLECTION ON THE DAY'S NEW LEARNING, ACCOMPLISHMENT, CHALLENGES FACED AND HOW YOU RESPONDED, OBSERVATIONS AND RECOMMENDATIONS ON THE IMPROVEMENT OF SYSTEMS / OPERATION / MANAGEMENT, ETC.
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DATE	May 13 2025 - May 16 2025	AREA ASSIGNMENT	iNeed Parking Training Plan
TASK	Training with Tasks	SHIFT/TIME	8:00AM-5:00PM

During this week 1, I started to learn the background of the company and their projects and goals. The training started with us to learn the C# principles like printing shapes in console app, to write a text file and read text file as well. Another task given to us is to use the task manager to update and write a text file every hour as well as making an excel file to write and update every hour also. During this period I learned basic C# skills needed to do certain tasks in the future. I realized that these basic skills are fundamentals when it comes to programming and learning the basics are the key to making bigger projects in the future. I did not face any difficulty this week because we are already thought these basics during studying so this feels refreshing going back to being a beginner of coding.

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Week 2

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DATE	May 19 2025 - May 23 2025	AREA ASSIGNMENT	iNeed Parking Training Plan
TASK	Training Tasks	SHIFT/TIME	8:00 AM - 5:00 PM

During week 2, we are tasked now to do integrating mongoDB with C# and .NET Applications. I learned just now on how to use mongoDB as the application used for database. I had hard time at first because I am not familiar on how to use mongoDB because I'm used to do database using MySQL. Going back to the tasks, I faced first making a console app that saves the data input from console app to mongoDB database folder. After that, I was tasked to make a User Registration Application from Console and the data is stored in mongoDB database. This period also gave us tasks to use OTPs to validate an email used during registration. So I accomplished these tasks and I learned that these things are very crucial when it comes to real-world environment because during user registration, some people may use these things to bad use if there is no validation needed from the user and people can just use random details instead of their personal details when needed.

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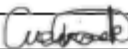
Week 3

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DATE	May 26. 2025 - May 30, 2025	AREA ASSIGNMENT	iNeed Parking Training Plan
TASK	Training Tasks	SHIFT/TIME	8:00 AM - 5:00 PM

During this week, I was continuing the tasks from last week with the integration with MongoDB. But started with the API integration plus MongoDB in the training. At first, I was not familiar on the API used in this period but I did advance reading and teaching myself to be familiar with the API being used in the training. When I saw the task needed, it was just the same registration task as before but the difference is instead of console app, I am required now to use another applications like Postman and Insomnia to verify if the API is working and the data is still stored in MongoDB so the challenged I face during this period is it took time for me to finish all required task at the time because I faced several errors during the period like I late realized I was using the wrong ports and the controllers needed are insufficient to what the task requires me to do. In the end of the week I was able to finish some of the tasks.

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Week 4

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DATE	June 2, 2025 - June 6, 2025	AREA ASSIGNMENT	iNeed Parking Training Plan
TASK	Training Tasks	SHIFT/TIME	8:00 AM - 5:00 PM

During this week, It is a continuation of the API Tasks given last week. Another task given to me during this week is the Upload Functionality using console app and API. It was a quick task because I am now familiar to what I did before and now only requires one controller to connect both console app and API used. After this task, I got introduced to a Real-Time application which requires us to make a messaging chat app using both console app and blazor app which is both a c# template. It does not require as much as needed like login but just a username to enter the chatroom and communicate with each other. It took awhile for me to finish it but with proper tutorial videos and lectures, I was able to do this introductory part of training making a real-time app for the project after all training tasks.

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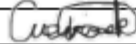
Week 5

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DATE	June 9 2025 - June 13 2025	AREA ASSIGNMENT	iNeed Parking Training Plan
TASK	Training Tasks	SHIFT/TIME	8:00 AM - 5:00 PM

During these training period, an introductory part to making a mobile app is required. So the task given on start of week is to learn the use of Flutter and Android studio, for the User Interface and making the fully functional mobile application from scratch. With that, the task given first is to making a UI wireframe based on my experience on what I know about parking lots. So I was tasked to make a conceptual car-parking transaction use-case scenario on how they work. Next is to make an app for renting and reserving car park slots. During this task, it took me awhile to finish both UI for both Parking Owner and Customer because I am new to what those applications should look like because I never encountered an application like that before. Ending the week, I learned how to use Flutter UI controls to help building the functional application in the project development phase.

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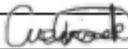
Week 6

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DATE	June 16 2025 - June 20 2025	AREA ASSIGNMENT	iNeed Parking Training Plan
TASK	Training Tasks	SHIFT/TIME	8:00 AM - 5:00 PM

This week, we are focused on the development with the use of Flutter. First task given this week is to make UI controls in Flutter to be familiarized with the application, the Wireframe I did last week is now the basis of the mobile app I need to do in the task given. The challenge I faced this week is to make it fully functional as much as possible and to use the mix of the app bar, text boxes, pictures, labels and other things usable to finish the application. Another task given but goes back to using API focuses on using the Internet Information Service (IIS) to host API instead of console app as used before. I learned during this week is more focused on creating a good User Interface that is helpful to both users and developers in general while also learning to making a fully functional mobile application from scratch.

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Week 7

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DATE	June 23 2025 - June 27 2025	AREA ASSIGNMENT	iNeed Parking Training Plan
TASK	Training Task	SHIFT/TIME	8:00AM - 5:00PM

During this week, we are now focused on creating a mobile application for a mobile app user with using the API service used in previous tasks focusing on API. Now I did is make a User Registration UI and app in Flutter, using API and MongoDB as well to store the data input used during the registration. The challenge I faced this week is connecting those apps together because my laptop cannot handle those three running at the same time at first, but I overcome it after some time so I was able to connect those three together and finished the training task given. I learned during this period is that making the application is easier than I thought but making it work and making it user-friendly and easy to use is different thing and challenge to face as an intern on my end. I realized just this week is that every task is self-learning so I took more time than usual for me to catch-up with everything in hand.

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Week 8

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DATE	June 30 2025 - July 4 2025	AREA ASSIGNMENT	iNeed Parking Training Plan / App Development
TASK	Training Task and Project Development	SHIFT/TIME	8:00 AM - 5:00 PM

This week finishes the training tasks period, the tasks given are more harder than usual because it is the combined learnings of the previous tasks given before. This week focuses more on real-time applications with combination of mobile applications, web applications, console applications, and window forms. These tasks took more than half of the week because I started it from scratch instead of using previous tasks as basis to complete it. The last task I can finish is the use of authentication using Java Web Token. Still with the use of API, during the user registration I am tasked to use JWT for authentication to comply with the instructions and output required by the supervisor. I was able to finish all required output to show and after that our supervisor introduced us to the final project output. The project output was a real-time application which focuses on reservation of parking car slots. I learned during these training period is that this idea of the project is an innovation towards car parking applications and comes in handy for car owners here in the Philippines.

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Week 9

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DATE	July 7 2025 - July 11 2025	AREA ASSIGNMENT	Admin-Focused Module
TASK	Project Development	SHIFT/TIME	8:00 AM - 5:00 PM

During these period, I was put into a group which focuses on the admin side of the project. The admin side of the project focuses on an establishment or a car park owner to be able to modify and be able to show in the application that their parking slots are available and ready to be rented. The challenge I faced during this period is creating the whole module from scratch, and to know which parameters are needed to fully finish the admin module page to connect to the main application module so that the application can be published in the future. I learned during this period is that, it is better to ready and enhance your communication skills to be able to communicate clearly with the people in the team so that we are able to finish the given task in time before the deployment of the applicaiton.

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