

COLLEGE OF COMPUTER AND INFORMATION SCIENCE

Academic Year 2024 – 2025

PRACTICUM FINAL REPORT

Cliff Marvic Martinez COLIGADO

Submitted to the Faculty of Mapúa Malayan Colleges Laguna

In Partial Fulfillment of the Requirements for the Degree of

Bachelor of Science in Computer Science

Overview of Practicum Engagement

Company Background



Figure 1. TDK Philippines Corporation Logo

The student interned at TDK Philippines Corporation (TPC), a Japanese-owned electronics manufacturing company. It was established in May 1996 and is a subsidiary of TDK Corporation of Japan. Located at 119 East Science Ave., Laguna Technopark, Biñan, Laguna, Philippines, the company specializes in the production and export of high-precision electronic components, including inductors, camera module assemblies (CMAs), voice coil holders (VCHs), and optical image stabilizers (OIS). TPC is a key player in the electronics manufacturing industry and operates at the forefront of technological innovation.

Nature of Assignments or Tasks Given

During the internship, the student was assigned to the Information System Department (ISD), which oversees Information Technology operations, system development, and technical support within the company. As part of the onboarding process, the student attended a multi-day orientation program designed to introduce organizational policies, familiarize interns with the company environment, and outline expectations. Following orientation, the student was endorsed

to the infrastructure section under ISD, which manages the company's technological assets and systems infrastructure.

Upon endorsement, the student had an initial discussion with the supervising personnel regarding practicum goals and competencies. After a review of technical skills and past experiences, the student was assigned to develop a customized Inventory System for managing hardware and software assets under the group's responsibility. The department previously relied on manually updated spreadsheet files to track asset allocation across various employees and departments, which posed limitations in terms of efficiency, traceability, and long-term maintainability. To address this, the student designed and developed a web-based inventory solution capable of performing full Create, Read, Update, and Delete (CRUD) operations. Additional core features included data import and export capabilities, account-based web access, and system-generated audit logs to support traceability. The system aimed to streamline the management of company-owned devices and applications and provide a structured platform for asset monitoring.

The student utilized a modern technology stack to deliver the project. The frontend was developed using HTML and CSS, with Bootstrap 5 integrated to ensure responsiveness and cross-device compatibility. On the backend, ASP.NET Core MVC 8.0 was used to manage application logic, routing, and controller-based operations. For data persistence, MySQL was implemented to store inventory records and system logs. Development and testing activities were carried out using professional tools aligned with industry standards, with an emphasis on scalability, data integrity, and user experience. Throughout the deployment period, the student demonstrated consistent initiative in translating requirements into working solutions while adhering to software

development best practices. Emphasis was placed on producing clear and organized documentation to accompany the system.

Total Hours Rendered

The student successfully completed a total of 324 hours during the practicum. As detailed in Table 1.0, 20 hours were dedicated to company orientation, where the student was introduced to the organization's background, operational policies, and available facilities. A total of 40 hours was allocated for hosting and testing the web application within a private intranet environment, specifically to evaluate multi-user functionality and system performance. The majority of the practicum, amounting to 244 hours, was spent on the development phase, where the student focused on designing, building, and refining the web application to meet project specifications.

Table 1.0 Summary of Hours Rendered

	Hour Count				
Task	Development	Documentation	Total		
Company Orientation	-	20	20		
Prototype GUI	-	8	8		
Meetings	-	12	12		
ISD Inventory System Web Application	220	24	244		
Hosting	36	4	40		
Total	256	68	324		

Presentation of Output

Prototype and Diagrams

During the first week of the internship, the student was assigned to develop a prototype graphical user interface (GUI) for the planned web-based inventory system. This initial task served as a structural guide for the development process and provided a visual format to be followed during system implementation. The prototype was also utilized to present the student's conceptual design and feature proposals to the supervising personnel, facilitating discussion and feedback regarding the system's functionality, usability, and overall feasibility.

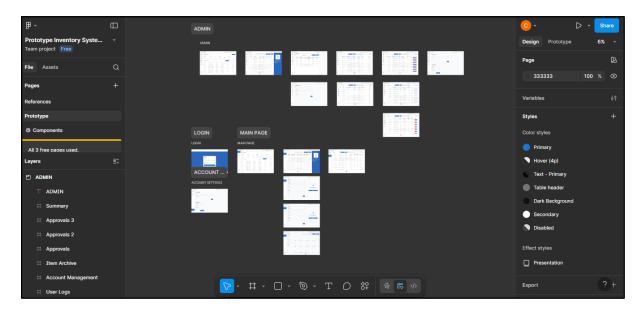


Figure 2. Figma Prototype Project Space

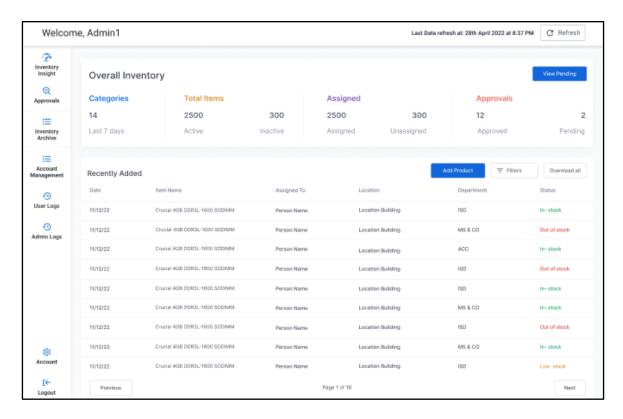


Figure 3. Sample Page Prototype

Alongside the development of the prototype user interface, the student was assigned the task of designing an entity relationship diagram (ERD) that would accurately reflect the core functionalities and expected output of the system. This ERD (fig. 4) served as the foundational reference for structuring the application's database schema and mapping the relationships between key data entities. The initial design was reviewed and approved, and it continued to evolve throughout the development process to align with functional enhancements and system requirements. Presented below is the finalized ERD that represents the current data architecture of the web application.

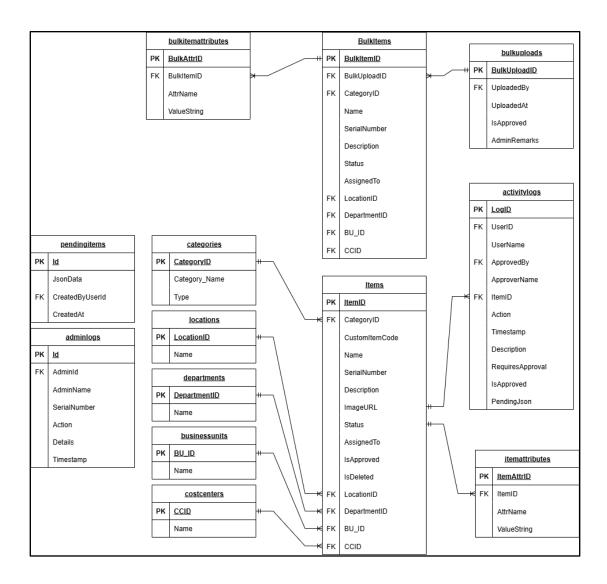


Figure 4. Inventory System Entity Relationship Diagram

Table 2.0 Database Table Names and Descriptions

Table Name	Description
Items	Main table containing all relevant item information.
itemattributes	Stores attributes of all items. (e.g. Laptop (HDD, RAM, CPU))
activitylogs	Tracks all user actions towards items.
categories	Stores all existing item categories. (Hardware, Software, Accessories)
locations	Stores locations in the company.

Table 2.0 (cont'd)

Database Table Names and Descriptions

Departments Stores departments in the company.

businessunits Stores business units in the company.

costcenters Stores cost centers in the company.

BulkItems Temporarily contains all item information of incoming imported

items.

bulkitemattributes Stores attributes of items in BulkItems.

bulkuploads Tracks all bulk imports.

pendingitems Temporarily contains item information of recently created items.

adminlogs Tracks all admin actions.

In addition to preparing the prototype design, the student was tasked with creating a sitemap as part of the early documentation phase. This exercise served both as a practical opportunity to gain experience in organizing system architecture and as a visual reference for outlining all pages included in the web application. The sitemap was designed to represent the overall structure of the system, highlighting the hierarchical arrangement of modules and their navigational flow.

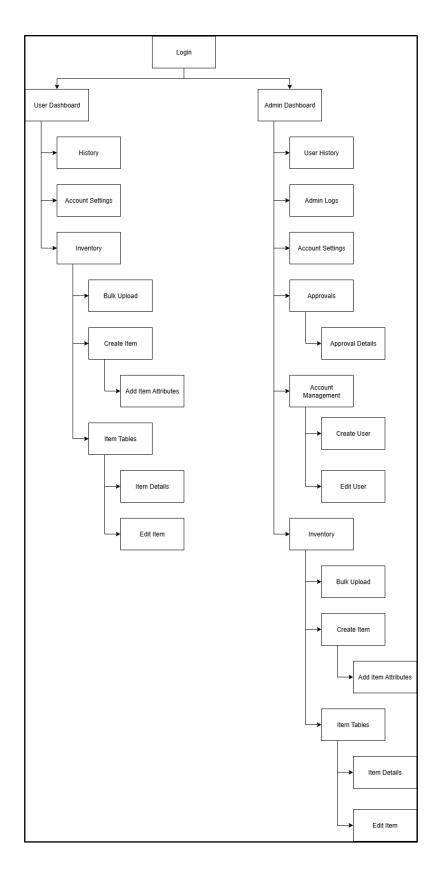


Figure 5. Sitemap Diagram

ISD Inventory System Web Application

Following the development of the initial graphical user interface (GUI) prototype, the web application project will start implementing the planned functions. The system was designed to offer a user-friendly platform for managing company assets through a centralized item listing supported by structured database storage. Its core objective is to ensure accurate tracking of item ownership and detailed record-keeping to support asset accountability and lifecycle visibility. Key functionalities of the application include authentication, account and role management for Admin and User types, comprehensive item handling, and the ability to generate printable reports for documentation and analysis.

The dashboard module (fig. 6-7), available to both Admin and User accounts, provides consolidated information such as total item counts by category, a list of recently modified items, and a summary of recent activity. It also features interactive visual representations including graphs showing item trends over time and distributions based on category, business unit, or location which offers users insights for monitoring asset status and usage across the organization.

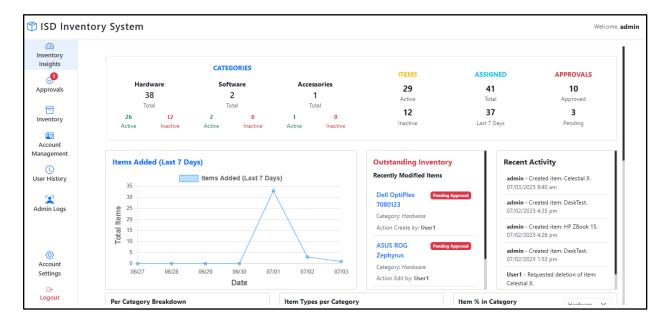


Figure 6. Dashboard Page

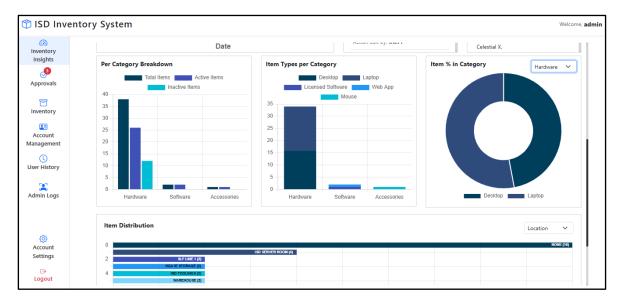


Figure 7. Dashboard Page

The approvals page (fig. 8) is responsible for overseeing and managing actions submitted by user roles within the system. It presents a comprehensive list of user-initiated operations, accompanied by relevant details necessary for review. This module is accessible to accounts with administrative privileges, allowing them to evaluate and either approve or disapprove actions such as item creation, editing, or deletion. Each entry in the approvals list specifies the type of action performed whether Create, Edit, or Delete, along with the corresponding item information to support informed decision-making and ensure proper oversight of system activities.

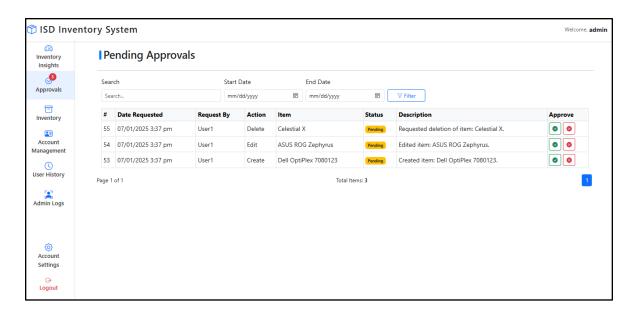


Figure 8. Approvals Page

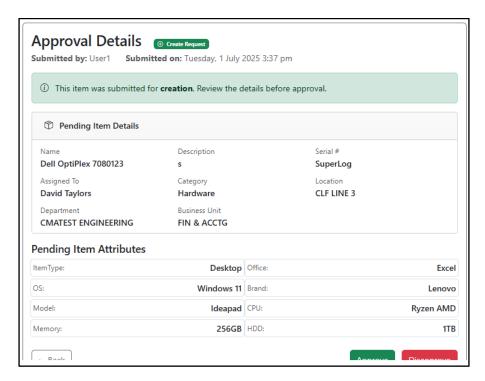


Figure 9. Approval Details

The Inventory page serves as a centralized interface displaying the complete catalog of all assets recorded in the system. Users with administrative privileges have access to both active and inactive items, while standard users are limited to viewing only active items. Each item type is

clearly categorized, with corresponding listings that include comprehensive item details. This module also supports core item management operations, allowing authorized users to create new entries, modify existing data, or remove items as necessary.

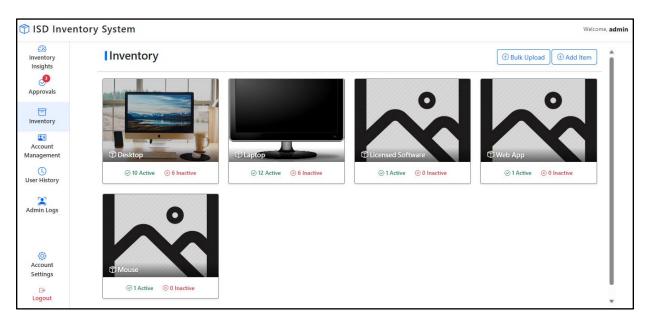


Figure 10. Inventory Page

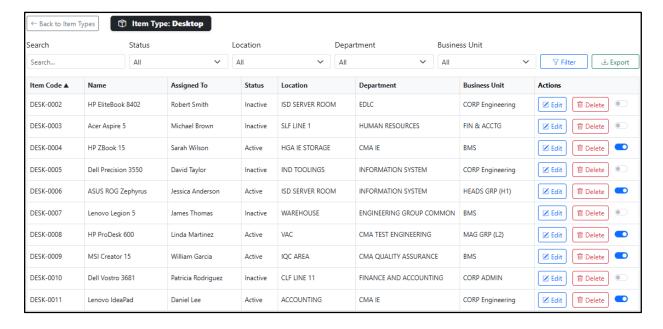


Figure 11. Item List Page

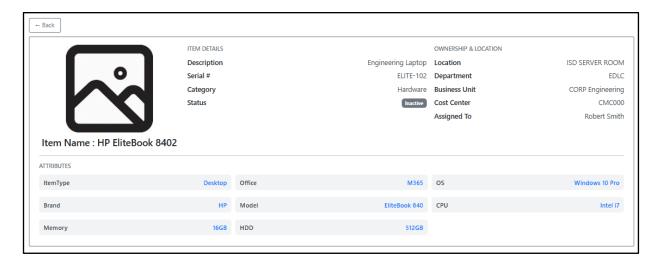


Figure 12. Item Details Page

The Account Management page (fig. 13) enables administrators to create and assign user accounts within the web application, utilizing the ASP.NET Identity framework for secure authentication and user management. Through this module, administrators are able to designate unique usernames and passwords, which are securely stored and managed by the system. To support ongoing credential maintenance, the application includes an Account Settings page where users can update their passwords and manage related authentication settings. This implementation not only streamlines account provisioning but also enforces security best practices by using the built-in features of ASP.NET Identity for identity validation, password hashing, and role-based access control.

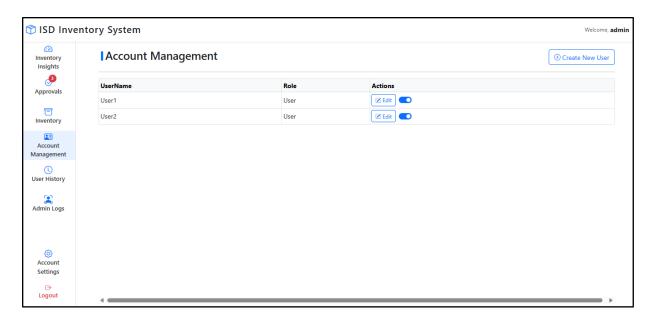


Figure 13. Account Management Page

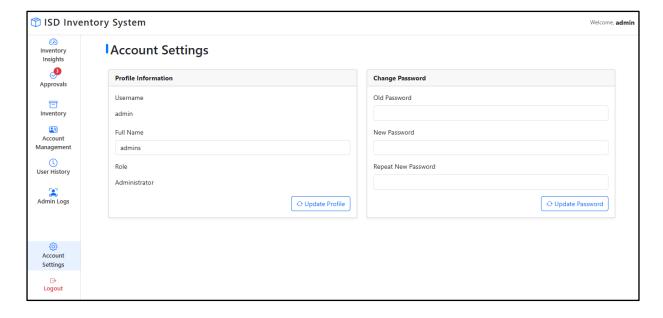


Figure 14. Account Settings Page

The Admin Module includes two logging components designed to support accountability and system oversight. The User History section displays a comprehensive record of all actions performed by users within the application. This log includes essential details for each activity and offers filtering capabilities to help administrators locate specific events. It also supports data export for reporting or audit purposes. In parallel, the Admin Activity Logs (fig. 16) capture all actions

executed by users with administrative privileges. Like the User History (fig. 15), this section allows for filtering and export of records, ensuring that all administrative operations are transparent and well-documented for future reference.

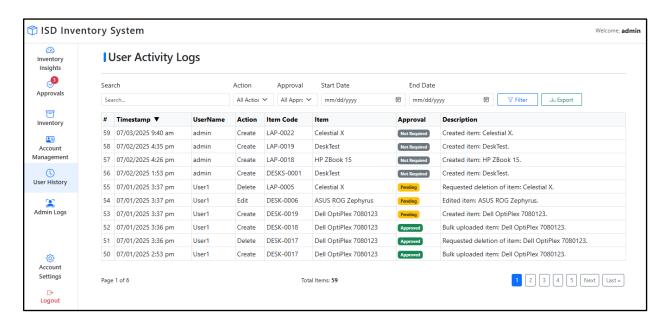


Figure 15. User History Page

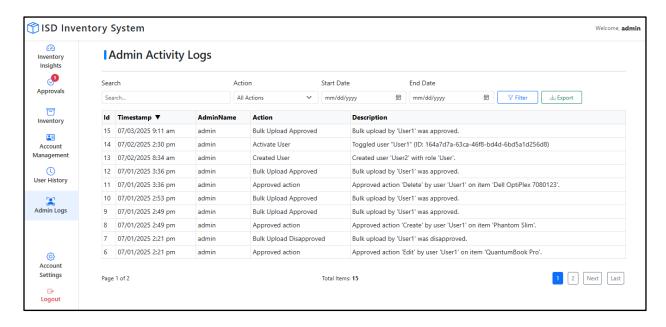


Figure 16. Admin Logs Page

The User Module also has a dedicated Dashboard page, Inventory page, and History page.

Except that for the first two is essentially the same as Admin Module but only with active items.

Moreover, the History page only reflects actions made by the user signed in.

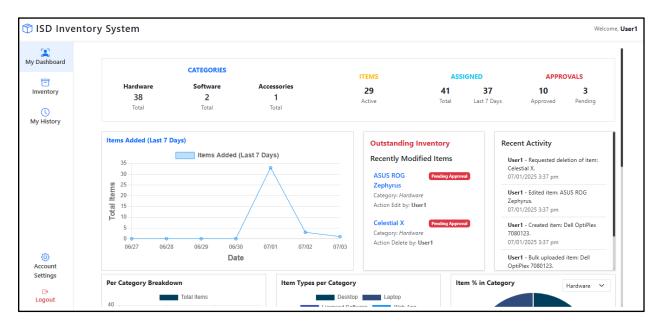


Figure 17. User Dashboard Page

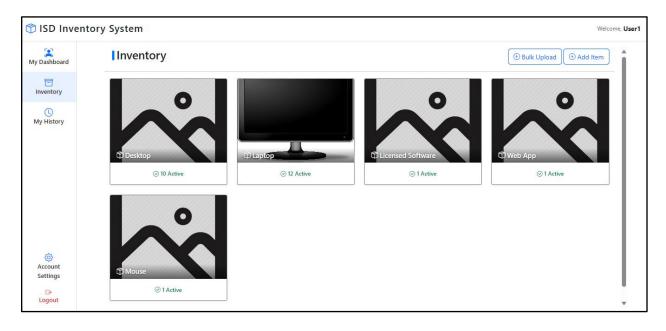


Figure 18. Inventory Page - User Module

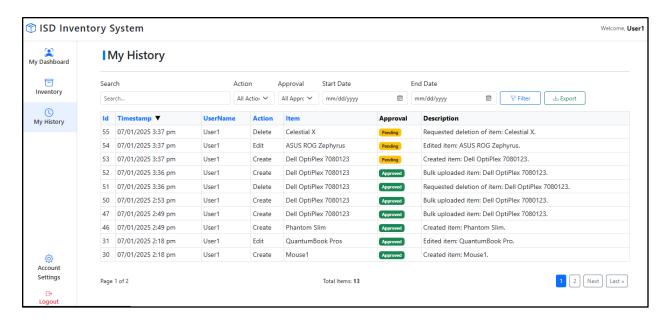


Figure 19. History Page - User Module

Synthesis of the Practicum Engagement

Learnings

The practicum experience at TPC provided a valuable opportunity for the student to transition from academic theory to hands-on industry practice. Immersed in a professional environment, the student engaged in meaningful tasks that reinforced technical competencies while cultivating essential soft skills. Through active participation in real-world projects and collaboration with experienced professionals, the student gained insights that extended beyond coding and enriched their perspective on teamwork, communication, and personal growth within a workplace setting.

During the practicum at TPC, the student was able to learn a variety of knowledge and skills that are highly applicable to a career in software engineering and development. In addition to the practical experience gained from developing the application, the student enhanced their interpersonal abilities through continuous collaboration with their superior throughout the

system's development. One of the most significant realizations during this period was the value of being encouraged to ask thoughtful questions. This openness fostered clearer communication, prompted insightful feedback, and allowed the student to benefit from the shared experience and knowledge of other department members. Furthermore, the student recognized the importance of discipline in a professional setting, particularly the need to establish a consistent work schedule and develop sustainable habits which are key qualities that will carry forward into future roles and responsibilities.

During the practicum, the student gained valuable technical experience, particularly in integrating MySQL databases with Visual Studio using Entity Framework Core alongside the Pomelo library. This exposure enabled the student to deepen their understanding of how object-relational mapping facilitates seamless communication between a .NET application and a MySQL backend.

The student also developed their proficiency in ASP.NET Core by exploring its key backend features such as routing, dependency injection, middleware configuration, and controlleraction structure. This led to a clearer grasp of how the framework supports modularity.

Complementing backend skills, the student worked extensively with HTML, CSS, and JavaScript to create interactive and responsive user interfaces. They practiced structuring content, styling layouts, and handling basic user interactions, which contributed to a better understanding of front-end development principles.

In addition, the student utilized Bootstrap to enhance the application's design consistency and responsiveness. Through this experience, they learned how to apply the Bootstrap grid system, components, and utility classes to build mobile-friendly, user-centered interfaces efficiently.

Working with MySQL independently, the student gained experience in designing relational schemas, managing data using queries, and handling database migrations. They learned how to structure data relationships appropriately and apply SQL operations to support system functionalities.

Finally, the use of Entity Framework Core in combination with Pomelo empowered the student to implement core CRUD (Create, Read, Update, Delete) operations through a clean and maintainable approach. The smooth handling of data operations further reinforced best practices in database abstraction and application-level data management.

Realizations

The internship experience provided the student with meaningful insights into the real-world application of concepts introduced throughout the Computer Science curriculum. One of the most significant realizations was the critical importance of having a strong foundational knowledge as a developer. Applying best practices from the onset of development helps minimize errors and reduces the need for time-consuming corrections later. The student recognized that becoming deeply familiar with proper software engineering processes is essential to building a reliable and efficient workflow, and that further self-development in this area remains a key priority.

Additionally, the student learned the value of structured planning in software development. By outlining conceptual features early in the project, they were able to move forward with greater clarity and purpose. While certain aspects of the practicum still revealed gaps in planning, these moments served as practical lessons that highlighted the importance of foresight and strategic thinking.

The most transformative realization was the role that experience plays in both personal and professional growth. Mistakes were not merely setbacks, but opportunities for reflection and learning. The student gained a deeper appreciation for learning from both personal missteps and the insights shared by experienced colleagues. Engaging with professionals in the same field provided valuable feedback that enriched their learning journey.

Ultimately, the student came to understand the ever-evolving nature of the technological landscape. Recognizing the need to stay informed about new tools, trends, and methodologies, they emphasized the importance of continuous learning. Embracing modern problems with modern techniques and using them to apply modern solutions will be essential in future challenges in software development.

Conclusion

The student gained significant experience throughout the internship at TPC, enhancing both technical competencies and soft skills essential for success in future professional environments. This practical engagement served as a valuable opportunity to deepen knowledge in web application development, while also instilling a strong sense of discipline and work ethic. The student learned to manage time effectively, meet deadlines, and complete development modules within the expected timeframe.

The development of the ISD Inventory System served as a comprehensive test of the student's capabilities. It highlighted areas of strength as well as aspects in need of improvement, enabling the student to reflect critically on their own skills. This project reinforced the importance of establishing a solid technical foundation and the value of proper planning during the early stages of development. Additionally, the student discovered more efficient methods for implementing front-end features and enhancing user experience.

Ultimately, the internship became a pivotal experience in the student's academic and professional growth. It fostered greater technical proficiency, sharpened interpersonal skills, and inspired a deeper commitment to continuous learning. The insights and realizations gained during this period left a lasting impression and will serve as a guiding influence as the student moves forward in pursuit of a career in the software development industry.

Appendices

Appendix A Resume



Cliff Marvic M. Coligado

Cabuyao, Laguna | cmrvc.coligado@gmail.com | 2021cmmcoligado@live.mcl.edu.ph | 0919 005 8783 www.linkedin.com/in/cmmcoligado

EDUCATION

Mapúa Malayan Colleges Laguna

Cabuyao, Laguna

Bachelor of Science in Computer Science | GWA: 1.58

August 2021 - Present

- Relevant Coursework: Software Engineering, Data Analytics, Machine Learning, IT Infrastructure and Network Technologies, Information Assurance and Security, System Fundamentals
- Awards/Honors: President's List Awardee A.Y. 2023-2024

Dean's Lister A.Y. 2023-2024 (1st - 3rd Term) President's List Awardee A.Y. 2022-2023 Dean's Lister A.Y. 2022-2023 (1st - 3rd Term)

Colegio de San Juan de Letran - Calamba

Calamba, Laguna

Letran Science High School Graduate

July 2019 - May 2021

Awards/Honors: With Highest Honors A.Y. 2020 - 2021
 With High Honors A.Y. 2019 - 2020

Colegio de San Juan de Letran - Calamba

Calamba, Laguna

Letran Science High School Completer

June 2015 - April 2019

Awards/Honors: With Honors A.Y. 2018 - 2019
 Bronze Achiever A.Y. 2016 - 2017

CERTIFICATIONS

TOEIC

March 2025

CompTIA IT Fundamentals (ITF+) Certification

July 2024

Google Cloud Essentials

September 2023

SKILLS & INTERESTS

- Programming: Python, C#, JavaScript
- Web Development: HTML, CSS, React, Node.js
- Databases: MySQL, SQLite
- Software Development: OOP, Git/GitHub
- Mobile Development: Xamarin
- · Cloud: AWS, Google Cloud
- ML & Data Science: Pandas, NumPy
- Tools: VS Code, Jupyter, Visual Studio
- Soft Skills: Problem-Solving, Collaboration, Time Management, Self-Learning
- Languages: English (TOEIC 955), Filipino, Basic Japanese

ORGANIZATIONS

Junior Philippine Computer Society - Mapúa Malayan Colleges Laguna

2023 - Present

Member

Appendix B **Endorsement Letter**





02 April 2025

MS. NOREEN TAN

Manufacturing Manager, TDK Philippines Corporation 119 E Science Ave., Laguna Technopark, Binan, Laguna

Dear Ms. Tan,

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. Cliff Marvic M. Coligado 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,

BS Computer Science Program Chair College of Computer and Information Science Mapúa Malayan Colleges Laguna

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

Ruman Resources Department

Address : Pulo Diezmo Road, Cabuyao City, Laguna 4025 Trunkline: +63 (49) 832-4000 Fax : +63 (49) 832-0017, +63 (2) 8520-8975 Email : mclinfo@mcl.edu.ph







Appendix C **Practicum Acceptance**



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 REPRISENTATIVE TO FILL IN THE DETAILS OF THE TRAINING. SUBMIT TO THE PRACTICUM ADVISER/COORDINATOR PRIOR TO THE START OF TRAINING. 2021151649 STUDENT NUMBER CLIFF MARVIC M. COLIGADO NAME OF STUDENT SY/TERM ENROLLED 2024-2025 / 3RD T COURSE CODE (name of student-trainee) has been accepted for This is to certify that CUFF MARVIC M. COLIGADO _ (name and address of establishment) practicum at TDK Bleateries Philippines Corporation 119 E Science Ave, Laguna Technopark, Biñan, Laguna _department/s for a minimum of, but not limited to 324 SD and will be attached to the _ _. Attached is the list of requirements. and is expected to end on July 1, 2025 Training will commence on May 6, 3025 COMPANY REPRESENTATIVE to - DINEUM CYNTHIA PLASUEW Official Designation ure over Printed Name 0954-769-2587 HED Email and Contact Number/s Department NOTED BY Date Signature over printed name of Practicum Coordinator FORM OVPAA 030B PY: (1) STUDENT; (2) HOST COMPANY; (3) PRACTICUM COORSINATOR THIS FORM IS AVAILABLE AT THE OVPAA 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 SUPERVISORY COMPANY REPRESENTATIVE TO FILL IN THE DETAILS OF THE TRAINING. SUBMET TO THE PRACTICUM ADVISER/COORDINATOR PRIOR TO THE START OF TRAINING. STUDENT NUMBER 2021151649 CLIFF MARVIC M. COLIGADO NAME OF STUDENT SY/TERM ENROLLED 2024-2025 / 3RD T COURSE CODE CS199F This is to certify that CLIFF MARVIC M. COLIGADO practicum at TDK Expression Philippines Corporation 1 (name of student-trainee) has been accepted for philippines Corporation 119 E Science Ave, Laguna Technopark, Birlan, Laguna (name and address of establishment) department/s for a minimum of, but not limited to 324 and will be attached to the and is expected to end on July 1, 2025 Attached is the list of requirements. Training will commence on May 6, 2925 COMPANY REPRESENTATIVE HR DIRECTOR C PLASUELD CYNTHIA Official Designation re over Printed Name 0954-749-2587 HRD Email and Contact Number/s NOTED BY 5/10/215 6.50m Signatur Over printed name of Practicum Coordinator **FORM OVPAA 030B**

Appendix D Liability Waiver



REVISION NO.: REVISION DATE: May 10, 2016

STUDENT TRAINING AGREEMENT AND LIABILITY WAIVER IMPORTANT INFORMATION

ENSURE THAT	T ALL SIGN	THE PROVISIONS OF TORIES SIGN THE	OF THIS AGREEN	MENT AND WAIVE	R.	- Total Auto Chi Delic	me arn	RTING THE PRACTICUM.
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	my , rocar	A at	re, Laguna Technopa	rs, Birlan, Laguna		, under the following	terms	and conditions:
a. minimum of 324	That the hours	practicum trainir equired for the o	ng will comm n-the-job train	ence on May or	1, 2025	and ends on Alys. 20	025	and will have to complete
b. comply with thos	That I she c imposed	ll observe prope or the training pr	decorum and	act profession ise, I shall be e	ally at all xcluded fro	times and abide by thom further participatio	c Comp	pany's rules and regulations an
C.	That in the	ic course of my	tenial					oe of confidential in nature an ecoment as a prerequisite to m
d. not be interpreted of liberality or ge	That the t for constru- nerosity on	me I will spend of d as working hos their part, provid	on the training ars and should o me with mea	program in the be regarded as I, travel, transp	completic non-comp ortation all	n of my on-the-job tra ensable. Provided tha owances, accommodat	ining r	requirements will not and should company may, as a unilateral ac- tc.;
c.	That I ful	v understand the	t materials and					
f.	That I sho	Il exercise due e	one and differen		1000			ade answerable for any and all nt acts during the course of my
g. sickness or injury program, includin program;	That I sha to myself g time sper	l likewise hold t and third parties t in traveling to a	he Host Comp and damage and from any a	sany and MCL to property wi and all premises	free and h hich I may s and locat	armless from any and sustain and/or may ions where I may be n	all liab occur a equired	bility and responsibility for any at any time during the training to go to as part of my training
h. Additionally, in t Company for any program;	That the Co he event m /all the all	mpany reserves y training progra wances, stipends	the right to dis m is discontir , etc., which	continue my tr nued for reasor I may have rec	aining on is attributa served from	reasonable grounds up ble only to myself, I n them during and pr	on write may be	tten notice to MCL and myself be made to reimburse the Host the termination of my training
i. hereof, I may be sa graduation;	That in adultion abjected fur	ition to my liabil her to disciplinar	ity under secti y action in acc	on g and for th ordance with th	c pre-term he school's	nation of my training student manual and/or	progras r be a g	m provided for under section he ground for disqualification from
Signed or	n this ee.	day of May 202	5					
						3000	1	uni
						CLIFA	MAP	MICH COLIGADO
WITH OUR CON	CENT					Signature ove	er printe	ed name of Student Trainee
WITH OUR CON	SENT:	Cionatus au	printed name					1

Printed Name and Signature of Practicum Adviser/ Coordinator

NOTED BY:

Printed Name and S grature of Host Company Representative

Appendix E **Training Plan**



REVISION NO. REVISION DATE: May 10, 2016

TRAINING PLAN

		THIT DAIL		
NAME	Cliff Marvic M. Coligado	COURSE CODE	CS199F	
PROGRAM & STUDENT NO.	BSCS 2021151649	COURSE TITLE	CS PRACTICUM	

STUDENT OUTCOMES

CO1. Identify, analyze, and design business process solution to the problem faced by the organization.

CO2. Apply the different concepts of systems analysis and design, software engineering, database management, and programming courses in

the problem solving process in the organization, and

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

AREAS / PHASES OF TRAINING AND TIME ALLOTMENT

- A. Company Orientation / Training Orientation 16 hours
- B. Software Development (including but is not limited to development of Gantt Chart, UI/UX Design, and Testing Phase Document) 246 hours
- C. Technical Documentation 62 hours

EVALUATION QUIDELINES & COURSE OUTCOMES

EVALUATION GUIDELINES & COURSE OUTCOMES	
DEMONSTRATION OF SOFT SKILLS (40%)	DEMONSTRATION OF TECHNICAL SKILLS (60%)
KEY AREAS	KEY AREAS
COMMUNICATION SKILLS (20%) Relate to co-trainees/supervisors terminologies and rules Recite procedures and instructions needed for the tasks Identify and describe safety signs and symbols Ask critical questions related to the tasks Produce well-written regular and incident reports Prepares and presents reports using Information and Communication Technology (ICT)	Software Development Skills (50%) - able to implement software modules (50%) - oble to find and fix errors in the modules (10%) - able to improve modules based on feedback
PROFESSIONAL DEPORTMENT (20%) Observes proper grooming and attire Reports to work regularly on time and as necessary, even beyond prescribed working hour Acts according to the job description given by the company	(10 %) Technical Pocumentation Skilk (10%) -able to document features of implemented modules (5%).

Willing to accept new tasks apart from the usual routine and responsibilities.

Delivers quality output on time

Demonstrates respect for different individuals

INITIATIVE (+5%)

Volunteers to perform tasks beyond routine tasks

INITIATIVE (+5%)

Volunteers to perform tasks beyond routine tasks

-document progress and related information

on developed modules (5%)

CONFORME	CONSENT (FOR MINORS ONLY)	NOTED BY	ENDOR SED BY	APPROVED BY
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Appendix F **Complete Weekly Journal**



REVISION NO.: 00

REVISION DATE: May 10, 2016

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. SCANNED COPIES OF THIS FORM SHALL BE SUBMITTED ON A WEEKLY BASIS THROUGH APPROVED LMS. HARD COPIES OF THIS FORM SHOULD BE COMPILED AS PART OF THE STUDENT'S PORTFOLIO.

During the first week of my On-the-Job Training (OJT) at TDK, which began on May 6, 2025, I participated in an extensive orientation program. On the first day, I attended an 8-hour session where general policies, benefits, and essential information about working at TDK were discussed, along with occasional tests to assess our understanding. The following day. I continued with the orientation, focusing on workplace safety policies and expectations. again perticipating in tests to ensure comprehension. By May 8, I was deployed to the information System Department (ISD) and assigned a project by my immediate superior, Sir Dax. My tasks included preparing an Enthy-Relationship Diagram (ERD) for the system, setting up a draft Graphical User Interface (GUI), and configuring the programming language and necessary add-ons However, I encountered some challenges during the setup process, which took longer than anticipated, allowing me to start making progress only an hour before the end of the day. Despite this, I was able to formulate ideas for the project and prepare some features. On May 9, I successfully set up my development environment using Visual Studio asp.net MVC and MySQL, and I began drafting the ERD and GUI while programming a basic login page UI, I managed to connect my project to the database and created a sample login page. However, I faced difficulties with data management in MySQL and Visual Studio particularly with retrieving data for the login page, which led to several issues. Moving forward, my plan is to find solutions to these errors, complete the login page, and prepare a proper module document after further discussions with Sir Dax. Overall, the first week was a mix of learning and initial project development, setting a foundation for the work ahead.	TE	May 6 - 9, 2025	AREA ASSIGNMENT	Inventory System
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REVISION NO.: REVISION DATE: May 10, 2016

DAILY JOURNAL

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ATE	May 13 - 19, 2025	AREA ASSIGNMENT	Inventory System
SK	Initial Development	SHIFT/TIME	7:30am - 5:00pm
	g the 2nd week of my OJT, I focused on resolv y 13, I successfully fixed the login page, ensuring its core		
	Relationship Diagram (ERD) and flowcharts, setting up a		
	er, I encountered issues with the main dashboard layout		
On M	ay 14, I began creating a mock GUI using Fig	ma and aimed to prepare	a sitemap for discussion with my superior. I
still ne	eded the actual sample of inventory storage to finalize the	e ERD and improve the inventory	system GUI, particularly the add item form.
On Ma	ay 15, I completed the item list table and establishe	ed a simple CRUD function to	lay the groundwork for future features.
l also	enhanced login security by adding authorization an	nd cookies. On May 16, I rece	ived an Excel file for the inventory and
organi	zed the data for the database, starting to create tables on	an ERD drawing website and ap	oplying to Visual Studio. This continued for another day.
By May	19, I focused on refining the ERD, considering various item types and specifi	ications. After presenting my draft ERD to Si	ir Dax, we decided to make the "person" a field itself.
I con	tinued to face challenges with the inventory sy	stem and needed to gathe	er more Excel files for reference.
Overa	II, the week was productive, with significant progress mad	de despite the challenges encoun	tered, but for now I will be able to progress further
unti	I I will be able to finish some pag	es, starting from th	e design of the first Module.
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DATE	May 20 - 26, 2025	AREA ASSIGNMENT	Inventory System	
TASK	System Development	SHIFT/TIME	7:30am - 5:00pm	

During the week of May 20 to May 26, 2025, I made significant strides in my project development. On May 20, I focused on improving the UI design in Figma and set up a new Visual Studio project based on my designated ERD. I began coding the models for each table and was able to finish the page design for first module. I encountered security concerns that prompted me to redo the project to incorporate ASP.NET's built-in authorization and identity features. But I was able to work on the initial page designs for all pages. Especially for the module 1 pages for the user view. I also needed datasets for item details but believed that programming all the pages would help avoid redirection issues later on. continued preparing the code using my current ERD design and remade the project file to apply Visual Studio's identity features for better account security I faced challenges with managing item inputs due to the complexity of the ERD, which relied on flexible attributes I aimed to research efficient designs for the inventory system, considering performance and usability. On May 22, I worked on fixing the login authentication, separating admin and user logins, and created pages for account management. I I continued to face challenges with the inventory system and needed to gather more Excel files for reference. I also began planning the items table to ensure it was both usable and dynamic. I continued to have concerns about the performance implications of dynamically storing attributes, so I decided to update the item table to include a nullable column for serial numbers and prepare to populate the database with dummy data for testing. By May 23, I successfully implemented a simple CRUD functionality for inventory on the admin side, and I was also able to completely finish the account settings page for the user and admin. However, I encountered several issues related to required items and database connections, which needed to be addressed. I focused on completing the item table and its CRUD functionalities to ensure the system was well-functioning. On May 26, I added attributes to each item, ensuring that the forms could dynamically adjust based on the item category and type. Despite these difficulties, I made significant progress and aimed to complete the item archive within the week and was able to finish the dashboard design for my admin page.

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JATE	May 27 - June 2, 2025	AREA ASSIGNMENT	Inventory System
ASK	System Development	SHIFT/TIME	7:30am - 5:00pm
From I	May 27 to June 2, 2025, I made substantial progress or	n the inventory system. O	n May 27, I advanced the item list page
by a	dding sections for item selection and bega	an working on item	logs to track CRUD actions
while	also addressing UI concerns raised by my superior	or regarding scalability	. The following day, May 28.
I impli	emented validations and logging for entries, devel	loped a logs page for t	racking item CRUD actions.
Butly	was able to work on the initial page designs for all	pages. Especially for	the module 1 pages for the user view.
and cre	rated a feature to download item lists based on type. However	r, I faced challenges with ses	ssion handling and the need to refactor my ERD.
On Ma	ly 29, I focused on the Admin Logs page, making signif	ficant progress but encou	intered difficulties debugging date displays.
I pre	pared the database for the new logs page and pla	anned to start on Admir	insights next. On May 30,
prep	pared the database for the new logs page	and planned to sta	art on Admin insights next. On May 30
I work	red on the user credentials editing page on the ac	dmin side, completing n	nost features and starting a summary page
while a	ilso exploring multi-input options for the database. By June 2,	I developed the admin dashi	board, formulating summaries for the inventory
and fi	xing a sidebar navigation bug. I also created a bu	ılk upload page requirir	ng a specific CSV format for unloads
Thro	ughout the week, I aimed to finalize majo	or features and pred	pare for user page development
while	addressing various bugs and improving overall fu	unctionality. I was able	to finish the account management for admin
	(115/76)	_	

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E	June 3 - 4, 2025	AREA ASSIGNMENT	Inventory System
	System Development	SHIFT/TIME	7:30am - 5:00pm
ron	n June 3 to June 4, 2025, I focused on	enhancing the user si	de of the inventory system.
	June 3, I worked on the pending approv		
	dressed various bugs and issues while		
	ementing constraints to prevent unauth		
nitial	ly, I considered creating a new model for the user in-	ventory archive, but I success	sfully managed to incorporate role-based access
oy a	dding conditions to the existing logic. The next	day, June 4, I concentrate	d on developing the item list for users,
refo	rmatting it to differentiate between user roles ar	nd separating admin comm	nands from user functionalities.
Мур	orimary focus was on identifying and fixing bugs	, particularly in the item lis	iting, while also beginning to implement
	rting options for item lists by category. However, I en		
espe	ecially when trying to separate items by type an	d maintain dynamic listing	s without disrupting the webpage structure.
	CLIRE WILLIAMO		



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DATE	JUNE 10 - 16, 2025	AREA ASSIGNMENT	Inventory System	
TASK	Web App Development	SHIFT/TIME	7:30am - 5:00pm	

	(June 10–16, 2025), I focused on improving various aspects of the web application olved issues with the admin item page, particularly bugs where the item details wouldn't display
	olying filters. I decided to refactor the code and redesign the filtering system for better stability
	on. I also enhanced the UI design for pages like account editing, logout, and item editing.
On June 11, I cor	overted the item table and details pages into full pages to minimize conflicts,
added pagination	on and sorting to item tables, and refined overall styling and responsiveness.
By June 13, I contin	nued working on the dashboard UI to make it more uniform, but encountered issues with the bulk upload
function after refac	toring. Finally, on June 16, I focused on unifying the dashboard design for both admin and user roles,
fixed log filter b	ugs, ensured proper display of approval data, and redesigned the item details page
i also continue	reworking the bulk upload feature to handle multiple CSV inputs more efficiently.
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MTE	JUNE 17 - 23, 2025	AREA ASSIGNMENT	7:30am - 5:00pm	
ASK	Web App Development	SHFT/TIME		
I focu	ised heavily on finalizing core system functions	and improving data handling	. On June 17, I worked on implementing the	
bulk u	upload feature, which proved to be the most challer	nging part due to input validati	ion and the complexity of processing CSV files.	
	void overwhelming admin approvals, I dec			
	new bulk-created entries. I also refined th			
	June 18, I continued improving the admin a			
visu	alization and creating an approval de	etails page to review it	em changes. I also addressed bugs	
rela	ted to data import/export and enhance	ed the item edit page	. Some challenges remained,	
-	h as defining CRUD permission rules and		The state of the s	
-	June 23, I developed a delete function f			
-	ch showed promising results. After presenting			
	rkflows for user actions, a pending tal			
	ile all main modules are functionally comp			
	ensure system reliability within the de			
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DAILY JOURNAL

AREA ASSIGNMENT Inventory System

IMPORTANT INFORMATION

JUNE 24 - 27, 2025

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SK.	Further Development and Debugging	SHIFT/TIME	7:30am - 5:00pm
I for	great on polichian the hells and a first		
	bused on polishing the bulk upload feature by int		
	suring that each action is properly logged a		
	June 24, I tackled bugs related to handling multip	Carlot Art No almost and a second	
	nmy data for bulk testing. The following day, June		
my I	progress to my manager and ISD employees. Fee	edback include	d adding item IDs, making item attributes
cus	tomizable via editable files, minimizing hardcode	d entries, imple	menting soft deletion, and preparing for a
pote	ential super admin role. On June 26, I addressed	bugs identified	d during the presentation, improved filters
and	exports on the user side, and refactored locati	ion data and its	em attributes to be read from JSON files
allo	wing live updates during runtime. I also successfu	ully implemente	ed soft deletion by flagging records instead
of p	permanently removing them. These tasks req	uired creating	additional files, adjusting the program
	figuration, and thorough testing to ensure syste		
	gin documentation soon and, if possible, add the s		
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May 10, 2016

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DATE	JUNE 30 - July 7, 2025	AREA ASSIGNMENT	Inventory System		
TASK	Web App Deployment, testing and debugging	SHIFT/TIME	7:30am - 5:00pm		
On the	start of week 9, I began working on system	documentation	by drafting the ERD, sitemap, and		
use case diagrams, and added updates to both admin and user dashboards. On July 1, I					
implem	ented a basic custom item ID system, which ca	used several bug	gs in bulk upload		
and C	RUD functions that I spent the day fixing.	On July 2, I co	mpleted a draft of the user		
manua	l and added login lockout features, while also pr	esenting my pro	gress on using text		
files fo	or item attributes. On July 3, I updated the	user manual fu	urther and addressed issues		
with h	ow custom attributes from text files were p	processed in th	e system. On July 4, I		
perfor	med local testing, refined the attribute logi	c, and began e	exploring how to deploy the		
syster	n on the company server. On July 7, I focu	used on writing	some parts of my final report		
and pr	resentation, updated the user manual, and	resolved a bu	ig where bulk uploads were		
duplic	ating attributes. Each day involved bug fix	ing, polishing f	eatures, and preparing the		
syster	n for deployment. The main goal now is to	host the syste	em and begin multi-user testing.		
	CLIFF MARVING COLUMNON				

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During Week 10, I successfully published the web application using a test MySQL database and the Folder Publish method in Visual Studio, then manually deployed it to the remote server. On July 8, I encountered several challenges, including image toaching issues and errors in the Admin Logs page, which even caused my local version to break. By July 9, I managed to publish a working version, shared it with the team, and received feedback after a company visit from my adviser, while also validating bulk upload functionality and updating documentation. On July 11, I addressed issues with the bulk template download not working due to HTTP/HTTPS conflicts and IIS routing, and I improved the dashboard layout and account settings. Lastly, on July 14, I prepared for and presented the system, applied last-minute revisions based on feedback, and finalized the user manual. Although time constraints prevented thorough testing of every feature, the deployed version was stable and included all key functions. Daily internal testing helped confirm the system's usability. The main challenge now is seeing whether the system remains reliable and maintainable in the long run.	TE	July 8 - July 14, 2025	AREA ASSIGNMENT	Inventory System
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Appendix G Certificate of Completion



CERTIFICATION

This is to certify that CLIFF MARVIC M. COLIGADO whose specimen signature appears below was an on-the job trainee of TDK Philippines Corporation under Information System Department from May 06, 2025 to July 14, 2025.

Furthermore, he has rendered **324 hours** of training and has no derogatory record during his stay in this company.

This certification is issued upon his request for whatever legal purpose it may serve.

Issued this 14th day of July 2025, 119 East Science Ave., SEPZ Laguna Technopark Biñan, Laguna

HRD - Manager

Received by:

CLIFF MARVIC COLIGADO

Signature over printed name

Not valid w/ alteration & w/out seal