<u>LEARNING LOG 2</u>

For the period 1st March 2025 to 7th March 2025

What have I done? (relate tasks to Learning Outcomes)

During the second week of my internship at **Dvorak Innovation** as a Frontend Developer Intern, I focused on improving my problem-solving, research, and technical development skills.

- I worked on **LO2** by **collecting relevant materials and notes** from documentation and forums to research a responsive layout issue. I then **applied an effective alternative solution** using CSS media queries to fix the bug.

- For **LO5**, I **analyzed competitor websites** and gathered insights on UI layouts and visual hierarchy that could be adapted into our project design.

- Regarding **LO6**, I created **reusable React components** (navbar and footer) and ensured they were responsive across various devices.

- I also created a wireframe of the landing page in **Figma** and presented it to the team for feedback, aligning with **LO7**.

- For **LO9**, I used **Git** for committing updates, pushing to the repo, and collaborating through pull requests.

What I did well (refer to skills used)

The skills I developed in the second week are given below:

- **Problem Solving & Research (LO2)** – Successfully isolated a layout issue and implemented a solution after targeted research.

- **Frontend Development (LO6)** – Developed reusable components with clean and scalable code structure.

- **Prototyping (LO7)** – Designed a functional wireframe in Figma and received constructive feedback.

- **Version Control (LO9)** – Effectively used Git commands and pull requests for code updates.

What I could improve on (i.e. skills I want to improve)

- **Quicker Identification of Bugs** – I sometimes took too long in isolating small layout issues.

- Time Estimation– I overestimated how quickly I could complete a full UI component.

Action I can take to improve my skills and learning (make these "SMART"):

Goal: To improve my debugging and time estimation skills.

Action: Maintain a task log and follow a checklist-based debugging approach.

Timing: Start from 8th March 2025