

reflective journal

Subject Code: IT3050 Semester: 1 Year: 3



February 25, 2019

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# Introduction

## Journal Overview

A reflective journal is the perfect place to write down some of life's biggest thoughts. In a reflective journal, I can write about a positive or negative event that I experienced in my life. What it means or what I have learnt from that experience. Reflective journals are most often used to record detailed descriptions of certain aspects of an event or thought. For example, what was the purpose of the lecture, what is the learning out comes if it, how does it work for our life, etc. In journal I write about my ideas, experiences, and what I know about the topic before teach it and I used to reflect upon what I have learned about the topic after it has been taught.

There are so many advantages of writing a reflective journal. Some of them are to make sense of things that happened, to align future actions with the reflected values and experiences, to share the thought and experiences that I had in my life.

This reflective journal mainly consists of 7 main modules are Understanding the values and industry gap, 99X company AR and VR Technology Explanation, What are FITSKY company related technology, Block Chain and Google FULTTER and DURT.

<https://www.dropbox.com/s/eixsvysni98hgv5/ISURI%20DISSANAYAKE.pdf?dl=0>

<https://www.youtube.com/watch?v=Q6ERFwQNkzo>

<https://www.youtube.com/watch?v=4eIBisqx9_g>

## Glossary

Following are the abbreviations and definitions used in this document.

|  |  |
| --- | --- |
| **Abbreviation** | **Description** |
|  |  |
|  |  |
|  |  |

# understanding the values and industry gap

## Summary

In this lecture I have understand industry gaps in my field. And also I understand my current position and where we need to reach in my future. Firstly we have to set a goal in our lives. So, then we can understand what we have to do in our future. Then we have to make a future plan. It is very important to our life because it will help us to make right decisions in wrong time.

## Learning Outcome

* Understand my current position
* Understand where I want to reach
* Identify how to achieve the destination I want to go
* Introduction to Industry Training (my perspective)

More information on what the industry is about

## Application of the area covered

After completing this lecture, I understood my current position in the industry and the areas I have to improve I order to go higher in my career life. I understood the importance of industry training and how it affects the career path I will be choosing soon.

# 99x company ar and vr technology explanation.

## Summary

In this lecture I have understand what is 99X and technologies which they use. Lecture explained about the AR and VR technology. On that day we used unity framework and Vuforia SDK for the development.

## Learning Outcome

* Identify AR and VR terms.
* Develop unity developing skills.
* Understand current use of AR and VR technology.
* More information about 99X and internships.
* Vuforia base AR and VR creation with android and other flatworms.

## Application of the area covered

After completing this lecture, I understood value of AR and VR technology to industry. I created a VR and AR application to android flatworm. Although I knew about this technology After I liked and interested in this filed. I want to develop AR and VR skills and hope to use this technology to real time applications.

# what are fitsky company related technology.

## Summary

In this lecture I have understand FITSKY Company and their technologies which they use. Lecture explained about the Nodejs, cloud services and Firebase and some API.

## Learning Outcome

* Firebase and could computing
* Mobile and web development

## Application of the area covered

After completing this lecture, I understood value of FRISKY app to the customers. And also they said about intern opportunities. FRISKY is a GMY find application like UBER travel app. They explain about their technologies (Nodejs, firebase, API and cloud service). I will try to get internship in this company

# BLOCK CHAIN BY FIDENZ

## Summary

In this lecture I have understand Blockchain technology. We got idea about blockchain history, transaction block, Hashing, Data mining, block hash, smart constracts and Ethereum network.

## Learning Outcome

* History of Blockchain.
* Understand about Blockchain technology and could offer.
* Smart contract / Ethereum.
* Reliability of blockchain.

## Application of the area covered

Lecture explained blockchain history and transaction block. Hashing use for blockchain technology. Data mining and block hash are import parts in this technology. We learn about smart constracts and Ethereum network.

## 6.4INTRODUCTION TO NETWORK FUNCTION VIRTUALIZATION 6.4Summary

In this lecture I have learned what network function virtualization is. We got idea about Traditional services to NFV, Understand Network Function Virtualization

ETSI NFV Architecture Virtual Network Function NFV products and opportunities.

## 6.4 Learning Outcome

* Traditional services to NFV.
* Understand Network Function Virtualization.
* ETSI NFV Architecture.
* Virtual Network Function.
* NFV products and opportunities.

## 6.4Application of the area covered

Lecture explained what network function virtualization is. Mr Brayan gave high level understanding on NFV. In Traditional service to NFV are application runs on Baremetal, migrated to virtualization platform and migrated to nfv. NFC use Cases are PCRF, load balancers, CND and firewalls. Then learnt about ESTI Architecture, NFVO and NFV MANO API Interfaces. Decision points of the VNF design are VNF Internal structure, Load balancing mechanism, VNF scaling ect. VNF Lifecycle Management give overview of NFC. NFV opportunities are MONO vender, VNF vender and Telco user.

# Flutter and durt

## Summary

In this lecture I have understand mobile development skils. We got idea about FLUTTER and DURT

## Learning Outcome

* basic understanding about Mobile Application Development Using Google Flutter & Dart

## Application of the area covered

Flutter is an open-source mobile application development framework created by Google. It is used to develop applications for Android and iOS, as well as being the primary method of creating applications for Google Fuchsia.

The major components of Flutter include are Dart platform, Flutter engine, Foundation library, Design-specific widgets.

Dart platform Flutter apps are written in the Dart language and make use of many of the language's more advanced features.

On Android, and on Windows, macOS and Linux via the semi-official Flutter Desktop Embedding project, Flutter runs in the Dart virtual machine which features a just-in-time execution engine.

A notable feature of the Dart platform is its support for "hot reload" where modifications to source files can be injected into a running application. Flutter extends this with support for stateful hot reload, where in most cases changes to source code can be reflected immediately in the running app without requiring a restart or any loss of state. This feature as implemented in Flutter has received widespread praise..

# Conclusion

Writing this reflective journal has helped me to grow my knowledge in the form of understanding my strengths and weaknesses, my current position in my career life, understanding my goals. I learned lot of industry relate technologies. Therefore I have developed my programing skills to get an internship. Mostly I like for VR and AR related and FLUTTER and DURT projects. Finally thanks for us to given this opportunity.