



UTM
UNIVERSITI TEKNOLOGI MALAYSIA




Assignment 3: Academic writing


STEP AHEAD TOWARD THE IT INDUSTRY

SECP1513 TECHNOLOGY AND INFORMATION SYSTEMS

GROUP : 02

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GROUP MEMBERS	
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The Speakers Background.

The speaker Ts. Hj. Abdul Alim Bin Abdul Muttalib graduated from Universiti Teknologi Malaysia (UTM) in the 2014/2015 academic year with a background in computer science and has had several years of industry experience, having worked with in many companies and developing various projects involving planning, system implantation and team coordination which provided students with practical insights into real-world project management practices.

Project Management and System Development

The project management and system development are the process of managing a task or project in a team and controlling chaos, while going through processes of defining, designing, testing, and implementing. System Development Life Cycle (SDLC) consists of planning, analysis, design, implementation, and maintenance. In project development, these two concepts play a crucial role as the Manager and the Maker, therefore it is important for students to understand and master these as shown in. The problem chosen through the observation and defining is a practical challenge facing by society. As reported by Anuradha Sharma[1] and Praveen Kumar Misra[1], SDLC play a crucial role in Computer Network and Security by developing or improving software security to produce reliable and secure software. Furthermore, in coding every question given is a part of creating the solution for the real-world problem was analyzing the input and output as the first step. In the industry, as computer science students' fundamental knowledge in IT and programming is a requirement and not simply relying on artificial intelligence (A.I) also with the ability to work in a team or group. In contrast, students need to learn how to work with A.I and not being used by the A.I. In the help of A.I, productivity of works will be better and become an advantage when looking for a position in the IT industry, called agentic coding. Besides that, industry needs workers or employees to cooperate in a group, so proficiency in communication is a must for computer science students when using either the agile or waterfall method as one of the models of SDLC according to [2].

Basic Skills Required for Computer Science Students.

As the technology of Artificial Intelligence (AI) is evolving, students are required to master not just from coding but also heavily depends on System Development and Project Management skills. Rather than just writing a code, understanding the Software Development Life Cycle (SDLC) from the planning and analysis all the way to the maintenance phase is heavily crucial to avoid the “FYP Trap” and panicking in your final year. This also will make students move from being a mere “coder” to a “System Architect” who understands the term like Waterfall and Agile to ensure them stay on track, on time, and within the budget and foster team synergy. To sum up, do not just memorize the materials but take the time and effort to truly understand them by mastering the system logic, ensuring students are able to build a fully functional and

complete FYP and not solely rely on AI tools. Instead, use AI tools as a helper in learning and building or developing apps.

Reflections: How will you be successful in Computer Science in the next 4 years?

i. ELSEYAH OMAR MOH A

For the next 4 years, I plan to be successful in Computer Science by gaining knowledge and experience. In addition to the stuff, I am Learning from the Course I plan on attending Workshops and industry related programs that enhance my technical understanding and develop the necessary soft skills needed. I also intend to improve my programming abilities by gaining proficiency in multiple programming languages and strengthening my foundation in cybersecurity.

ii. LIM LEE XIANG

In the next 4 years, I need to develop a strong fundamental for my programming and need to explore other information other than learning what is taught by lectures. Other than that, I need to balance my life besides focusing on assignments in need to learn some soft skills so that will be my advantage when stepping into the industry, such as the proper speaking method and uses of software application to increase the works progression. I need to plan and try things that are not in my comfort zone.

iii. MUHAMMAD ALIFF SAFFUWAN BIN MOHD AZMI

I am passionate that in the next 4 years, I will train my basic skills in Computer Science, crucially in programming and problem-solving areas. Right now, I'm involving myself in a lot of university programs, so that I can gain a lot of soft skills and communication skills to prepare myself for my working life in the future as a fresh graduate. I will be also joining a lot of computer science related workshops to improve my knowledge about this course and help myself grow a connection with people in the same field as me.

iv. NORALYAA WAFAA BINTI MOHD NAWAWI

Over the next four years, success meant building a strong foundation in Computer Science and self-value. Throughout these years, I have been aiming to improve my programming skills, expand my theories knowledge and sharpen my logic in problem solving and critical thinking. Furthermore, improve my communication skill and expanding my professional network. Therefore, I have been participating in a few workshops related to my major, being an event organizer and others extracurricular activities.

References

[1] Anuradha Sharma and Praveen Kumar Misra (2017): Aspects of Enhancing Security in Software Development Life Cycle, 2017, pp 203-210.

https://www.researchgate.net/profile/Anuradha-Misra-3/publication/349945170_Aspects_of_Enhancing_Security_in_Software_Development_Life_Cy

[cle/links/604873674585154e8c8ae28c/Aspects-of-Enhancing-Security-in-Software-Development-Life-Cycle.pdf](https://sg.docworkspace.com/d/sbQa3kHrvN3mQ4KZ_m3sdufst2zgtuz4x2f?sa=601.1037)

[2] Nayan B. Ruparelia (2010): Software Development Lifecycle Models, May 2010, pp 8-13.

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