



INFOMAX COLLEGE OF IT AND MANAGEMENT
(ACADEMIC COLLABORATION WITH
ASIA PACIFIC UNIVERSITY OF TECHNOLOGY & INNOVATION)
SCHOOL OF COMPUTING

PART 2-POST INTERNSHIP REPORT

An Internship Placement Report Submitted in partial fulfillment of the requirement for the Degree of B.Sc (Hons.) IT

(PA003-5-3)

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Intake: NPI3F2204IT

Company Name: Rangin Technology

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Internship Commencement Date : 27th March, 2022

Internship End Date : 24th June, 2022



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Acknowledgement

First of all, I would like to express genuine thankfulness to Asia Pacific University for making this a part of our curriculum. This ‘Internship’ program was really fruitful, which made us familiar to work with technology and software in real world scenario. I would also like thank ‘Rangin Technology’ for recruiting me as an intern and providing me an opportunity to collaborate with such talented professionals.

In truth, I feel really lucky to have learned under such kind supervision and in such an amazing working environment, where everyone just wanted to grow collectively. I would like to thank each and everyone for their enlightenment, encouragement and careful monitoring throughout my internship time period. I am eternally grateful to Mr. Bibek Acharya who was my supervisor for most of the days during the internship.

In a nutshell, I would like to express my gratitude to our academic supervisor Mr. Raghunath Gyawali. His assists in applying and working in internship was really helpful. Likewise, I would also like to thank Mr. Abhiyan Thapa, CEO of Rangin Technology, for trusting me as an eligible intern for his company. All these people mentioned above were very nice and helpful to me in their own way and their effort in helping me learn new things will forever be in my heart.

Yours Sincerely,

Sandesh Subedi

NPI000040

BSc. (Hons.) IT



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Summary Report

Student's Name	Sandesh Subedi
Intake	NPI3F2204IT
Programme	BSc. (Hons) IT
Industrial Placement Period	27th March, 2022 - 24th June, 2022
Company Name	Rangin Technology
Company Establishment	July 28, 2018

Purpose of Reports

The purpose of this report is to provide a comprehensive overview of my internship experience at Rangin Technology. It outlines the tasks, projects, and responsibilities I was assigned during the internship, the skills and competencies I acquired, and the challenges I faced. The report also discusses my overall experience, highlights my achievements, and offers recommendations for the company to improve the internship program for future interns. Overall, the report is intended to serve as a reflection of my personal growth and professional development during the internship and as a guide for the company to enhance its internship program.



Executive Summary

My internship at ‘Rangin Technology’ was one of the most fruitful and delightful period throughout my academic career. During my internship program, I got to learn plethora of new things each day. I got to see, work and understand with things which I had only studied theoretically before. The ambience of our office was peaceful and aesthetic where we could work all day without any sort of issues. I got to learn how technologies are being used in real world, and also received an opportunity to work on it. I learnt a lot of working principles, procedures and other key components in project development life cycle. Apart from that, I also learnt about time management as well as improving other hard and soft skills. I also got opportunities to work in real-time flutter projects where I collaborated with senior developers, designed mobile interfaces and solved application problems related to mobile applications. I also learned about Application Programming Interface (API), which is one of the most useful software intermediary for communication between applications.

Through my internship, I acquired a variety of competencies such as proficiency in Figma and Github, an understanding of design thinking and user-centered design principles, and experience with mobile app development using Flutter. I also learned the importance of effective communication and collaboration with team members, as well as the value of receiving and implementing feedback. Overall, my internship at Rangin Technology was a valuable learning experience that provided me with practical skills and knowledge to pursue a career in UI/UX and mobile app development. All-inclusive, working with senior software developers in Rangin taught me a lot of new things which will definitely help me in coming future.



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The Nature of Work

The nature of the work in the context of an internship typically involves practical, hands-on experience in a specific field or industry. Interns are often tasked with assisting in ongoing projects or working on their own assignments under the guidance and supervision of professionals in their field. The work may involve tasks such as research, analysis, design, development, testing, and other activities related to the organization's operations. Generally, the goal of the work is to provide interns with valuable experience and skills to help them build their careers and contribute to the organization's success.

As an intern at Rangin Technology, the nature of my work involved learning and applying various skills related to mobile app development, specifically in the Flutter framework, and UI/UX design. Throughout my internship, I was able to work on various projects and tasks such as building mobile apps, creating wireframes and prototypes, and conducting usability tests. I also had the opportunity to work with a team of experienced professionals who provided guidance and support, while also giving me the freedom to explore my own ideas and solutions. Overall, the nature of my work was challenging and engaging, and allowed me to grow both professionally and personally.



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Placement's value in developing my professional skills

Before starting this internship, I had a theoretical knowledge of these professional skills, but lacked practical experience. During my internship, I was able to gain hands-on experience in various different aspects of communication, time management, punctuality, adaptability, teamwork, creativity, and attention to detail. By learning, working alongside experienced professionals, I learned how to communicate effectively and concisely in the workplace, manage my time and prioritize tasks to meet deadlines, and be adaptable and resilient in the face of unexpected challenges. Through my teamwork with colleagues, I learned how to work collaboratively and effectively with others, while also contributing my own unique ideas and creativity to projects. Additionally, I developed an acute attention to detail, which is essential in the field of UI/UX design, and I gained practical knowledge and experience in tools and software that are commonly used in the industry.

Overall, this internship has been invaluable in my personal and professional growth, and I believe that the skills and knowledge I have gained will be instrumental in my future endeavors.

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Chapter 1 : Business Report



1.1 Introduction to Business

Rangin Technology is a tech company located in Pokhara - 08, Nepal. The company works as a digital platform by building brands, designing mobile and web applications to meet user requirements. The main objective of company Rangin Technology is to build brands and products through quality design and development processes.



Figure 01. Logo of Rangin Technology

1.1.1 About the Company

Established in July 2018, Rangin Technology has been working as an agency, offering digital platform and products to clients. The company is located in heart of the city and comprises of around 20 employees. The company offers plethora of services including designing, developing, installing, packaging and advertising digital products. It is well known for building functional, captivating and affordable websites and applications for each and every type of businesses. The company has arguably the best marketing team in Pokhara city, who are filled with passion and focused in results.

1.1.2 Mission of Company

The prime mission of the company is to build brands which brings positive impact, has purpose and is sustainable. The company is focused on providing excellence service to clients, by creating remarkable products through quality depiction, development as well as marketing.

1.1.3 Vision of Company

The company focuses on providing the service of highest quality and expects to help people take full advantage of technology in a good way. Moreover, one of the key vision of Rangin Technology is to satisfy customers and solve their problems in order to make their life facile than before.

1.1.4 Specification area of your involvement in company

On 27th March 2022, I joined Rangin Technology as an intern, in the field of ‘Mobile Application Developer’ (with Flutter). Throughout my internship period, my involvement in company was to create mobile interfaces, implementing state management and working with Application Program Interface while building mobile apps. I did all of that under the supervision of senior developers. Moreover, I also work as a part of UX team while designing a food ordering application. I got crucial opportunity to enhance my communication skills as well, being able to work with a lot of new people in two different fields.

1.2 The Organization

Rangin Technology, as a sprouting business, emphasize on creating brands through digital marketing, designing as well as developing mobile applications and websites. The company focuses on providing its clients the finest solutions possible. Demonstrating best efforts to deliver an excellent solution digitally, the company allures majority of clients to the firm. Apart from business, the company is also involved in variety of technical and social activities. Rangin Technology actively participates in different programs like youth awareness, web development tutorials, mobile application development workshops, etc.

1.2.1 Available Services

Some of the services that Rangin Technology offers include :

- Digital Marketing
- Graphic Designing
- UI/UX Design & Development

- Web Application Development
- Mobile Application Development
- Web Hosting
- Technology Trainings

One of the most recent service from the organization is ‘Sidhafone’ which has been doing very well in local market. The web application serves users by connecting them to skilled labors for their tasks.

1.2.2 Organization Structure

The pictorial chart below demonstrates how Rangin Technology is structured with different positions and departments :

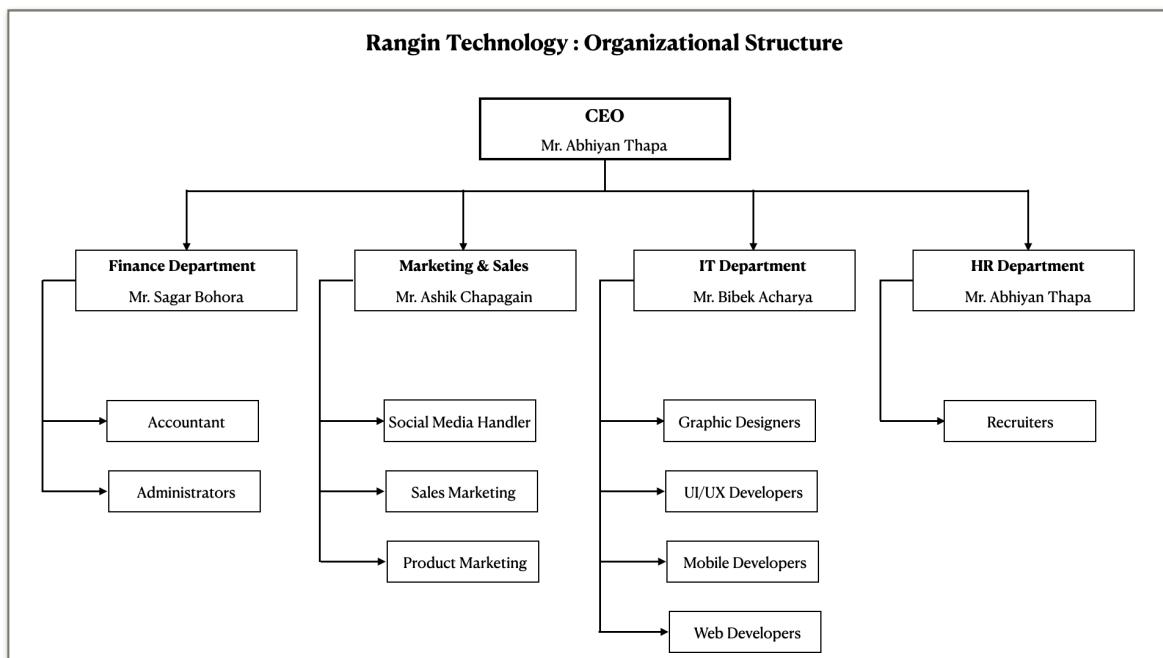


Figure 02. Organizational Structure of Rangin Technology

1.2.3 Physical Space Distribution of Organizational Activities

Gazing at physical space of organization, there are three major sections: development area, training area and the office area. The development area is where designers and other programmers work to develop software. Likewise, the training area is an open hall where students are taught and meetings are conducted. And, the office area has people who work as business administrative, accounting and digital marketing. Apart from these rooms, there is also a separate space where visitors can read books, have coffee and listen to their desired music. The picture below shows a glance of physical space in Rangin Technology.



Figure 03. Recreation Area of Rangin Technology premises



Figure 04. Developer's Working Space in Rangin Technology

1.3 Organizational Environment

Environment that encircles the company is equally consequential as its other internal attributes. Studying the environment in which organization operates and provides services to clients is crucial from both business, behavioral and cultural point of view. This section comprise of sub-topics that directly or indirectly relate to company's environment.

1.3.1 Nature of Operational Market

Rangin Technology uses a variety of resources from the environment to produce its products and offer services to the community. As it run in a dynamic business context, the company is a dynamic entity. The company is located in Bagale Tole, Pokhara surrounded by local residents. Precisely, the office is located in 3rd floor, has windows with mountain views on the northern side and greenery forest in the western part. It is made up of a variety of forces and elements, including clients, rivals, suppliers, the government, and the social, cultural, political, technological, and legal framework. Its major goal is to establish calm environment so that neither customers nor employer will experience any disruptions.

1.3.2 Competitive Market Analysis

In business, every business and organization has rivals that sell comparable goods and services with the aim of increasing sales, profits, and a variety of other goals. In same manner, there are rivals of Rangin Technology who aim to provide similar goods and services with the same objective. There are a handful number of growing IT companies in Pokhara which can be considered as competitors. The competitive analysis conducted is shown below:

Competitive Analysis Table				
	Rangin Technology	XDezo Technology	Black Tech	Urja Tech
Service Quality	8	6	9	7
Pricing	9	9	8	9
Place	8	7	10	7
Promotion	7	8	8	8
Reputation	8	7	10	7
Positioning	9	6	9	8
People	8	6	9	7
Alliances	9	8	8	7

Index : 10 - Maximum, 0 - Minimum

Figure 05. Competitive Analysis among emerging IT service providers in Pokhara

1.3.3 Technological Effects on Market

To sum up, it's all about technology. Technology has an impact on every business operation in some way. In order to better its services, Rangin Technology is continually eager to experiment with new technologies and ideas. The most recent technology offers physical and intangible advantages that will help the business provide outcomes that live up to customer expectations. The firm is not afraid to employ this new technology, despite its downsides.

Prior to using it, the company would rather undertake more research. There are regular meetings and conferences conducted to discuss the most recent technological advancements and their potential effects on the future. In a nutshell, the company always searches for ways to improve both complicated and straightforward systems in a most effectual way.

1.3.4 Complications within the company and market environment

Although I got to learn plethora of new things everyday, there were several issues that I, as an intern faced. On top of that, there were times when company faced some sort of issues as well. One of the major issues was communication issues where we used Zoom ask Microsoft Teams. The company as well as me (developers) had to handle some clients remotely. However, due to issues with client's system network or internet connection, we had to leave our task unfinished. Another issue with me was transportation where I had to take public transportation to reach the company and always had chance of being stuck in traffic. That used to worry about my punctuality. Other than these, there weren't any sort of issues faced during my internship period.

1.4 Corporate Structure

Corporate structure describes how several divisions or business units are set up inside a firm. Corporate structure can vary greatly amongst businesses depending on their objectives and the sector they operate in. Corporate structure of Rangin Technology has following departments :

1.4.1 Administrative and Operation Department

The administrative and operational department of Rangin Technology function under Mr. Abhiyan Thapa, the CEO of company. The goal of administration department is to offer technical and administrative support in the areas of facilities, security, legal affairs, financial and strategic planning, human resources (HR), and legal matters. The team is highly motivated and aims to make company a top IT service provider in Pokhara city.

1.4.2 Finance Department

The finance department is administered by Mr. Sagar Bohora and the main goal of this team is in charge of making sure the company's financial administration is legal and operating as intended. Moreover, the team oversees the creation and monitoring of the Center's budget and keeps in touch with clients to incorporate their financial projections into the revenue budget.

1.4.3 Marketing and Sales Department

The marketing team is guided by Mr. Ask Chapagain who specializes in helping company reach to larger sets of audience. With marketing team, Mr. Chapagain and his team acts as the public face by organizing and creating materials that reflect it. Moreover, they also focus on reaching out to potential clients, investors as well as general public.

1.4.4 Human Resources Department

The company's management and personnel get guidance and direction on HR-related issues from the Human Resources Section, which also creates, manages, and executes HR policies. In particular, it plays a factor in the recruiting, hiring, and career development of employees and trainees. This department is specifically handled by company's CEO, Mr. Abhiyan Thapa.

1.4.5 IT Department

Finally, the technology or the IT department was where I took part mostly. The tech department was under Mr. Bibek Acharya who mentored me while working as a Flutter developer in the company. The IT department used to focus on three major areas which are, governance, infrastructure and functionality. More to that there were tasks allied to members regarding network contingencies, interface designing, websites and application development, communication and many more. The upcoming image shows me and the team collaborating together and attending weekly meetings to improve our services and analyze our progress in Rangin Technology.



Figure 06. Collaboration with employees from other departments

1.5 Technology and Communication

1.5.1 Method of communication with respect to organization

The importance of communication in an organization is undoubtedly significant. The organizational communication respond to challenges using personal and organizational innovation and ingenuity. Moreover, communication also create connections where human messages are directed at individuals in organizations, their attitudes, morale, satisfaction, and fulfillment.

Languages

In our case, Rangin Technology uses three major languages to communicate to its clients and employees. They are: English, Nepali and Hindi. Since all of employees are Nepalese, we use Nepali to communicate with each other. However, the company deals with clients from different parts of globe which requires additional language support. In such cases, English and Hindi languages are used for communication.

Medias of Communications

Mostly, the communication about our project development process and other similar organizational talks occur physically in organization's training hall area. However, there are a handful of methods of virtual communications through which the company can communicate with its employees and clients. Some of the most used platforms include Ms Teams, Zoom and Viber Inc.

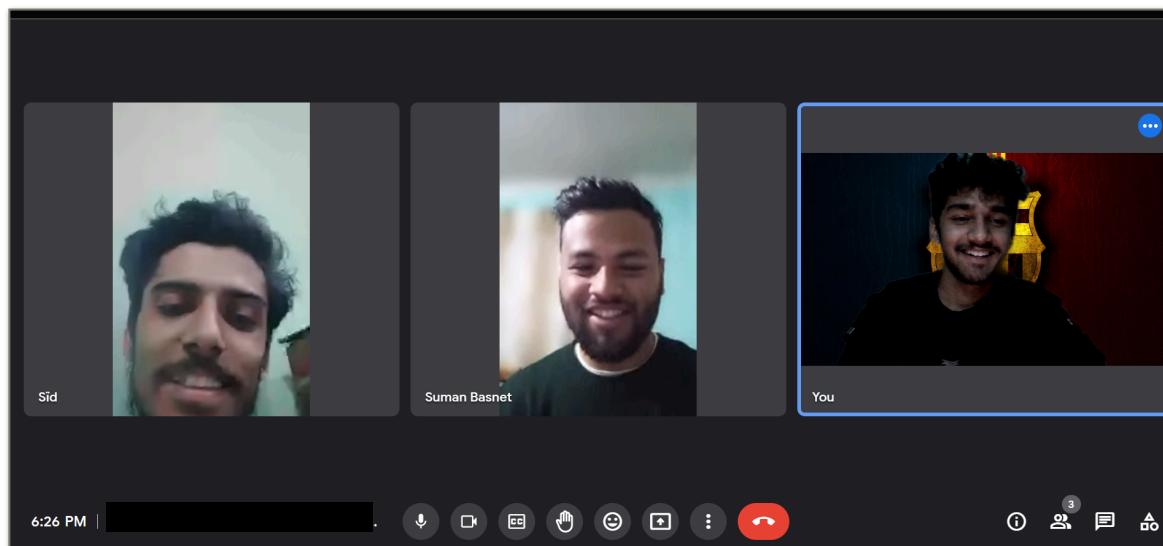


Figure 07. Communication between office employees via Zoom and Teams

1.6 Financial Structure

Respecting company's decision to not disclose their financial structure, the data is not available currently. However, the CEO of company (Mr. Abhiyan Thapa) said that the company is planning to disclose some financial statistics by the end of next fiscal year.



Chapter 2 : Technology Report

2.1 Summary

The process of internship is divided into two step-by-step sub-stages : pre-internship and post-internship. In pre-internship logbook report, my journey of searching internship in technology market is depicted in detail. To get hired as an intern, one requires a certain level of skills and commitment that the company is seeking for. In my case, I was looking forward to work with user interfaces and front-end mobile technologies with Flutter. This is because I loved playing with visual components, making interfaces easy and developing applications for mobile devices. I took courses from different educational platforms such as Udemy and watched related videos on YouTube. Having prepared all requirements, I applied for the position of Junior Flutter Developer and got hired as well.

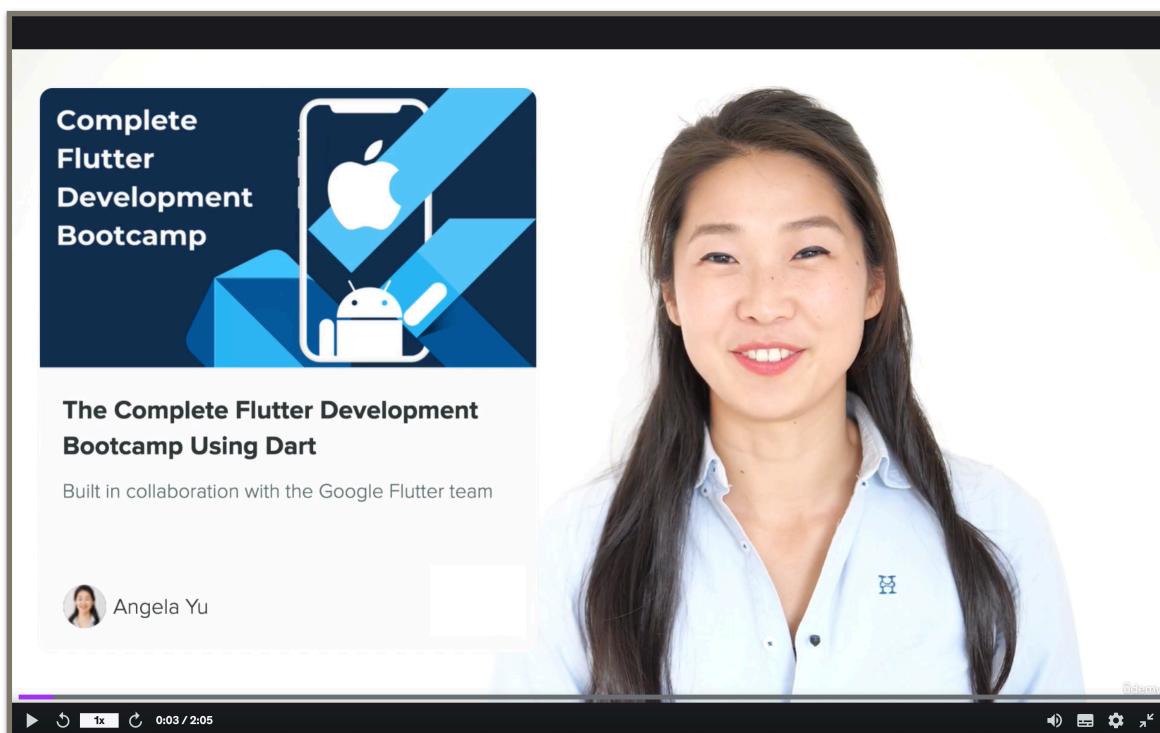


Figure 08. Screenshot of a Udemy course in which I enrolled to learn Flutter

I consider myself lucky enough for being chosen as an intern and being provided an opportunity to work with IT professionals. I was so touched with the way they welcomed me to the IT department, on my very first day. Throughout the internship period, I got to learn so many things which were excluded in college courses but required in real project development process. I got to work with people from different sectors such as Flutter, UX and Digital Marketing. From them, I learnt innovative ideas and tried to implement those in projects, that I was assigned to.

During the internship, I was mainly associated with UI/UX and Flutter development teams. Throughout that process, I learnt a handful of concepts from both those topics. As a member of User Experience team, I learned what design process and framework is, how user-centered design frameworks are designed and how usability studies are created. I also did user research for mobile application designs, designed empathy maps, created persona and conducted usability tests with target users. I was also provided an opportunity to do UX writing where I write a paper which guides user through their experience of a mobile application. Similarly, learning Flutter, me along with my team members created a Real Estate for for a company. I used to learn new widgets each day and implement them in my projects as a practice. I really enjoyed designing User Interface and used to create mockups of many mobile applications such as Spotify, Netflix and Instagram. During the project as well, I assisted the team by designing responsive mobile interfaces, worked on mobile architectures, sharing mobile application trends, and other areas like Firebase and Firestore.

From company's CEO to supervisors, each and every individual helped me in every possible way. I was also encouraged to present the work done, in front of everyone so that I boost my communication skills and make others understand about my work as well. This also helped me in college presentation where we need to present our assignments to our teachers and invigilators. Moreover, discussion with other interns used to be very fruitful as we used to discuss about different topics and research them on internet. Doing this, me along with other interns used to learn new concepts and find new ways to solve issues.

2.2 Projects

UI/UX Development

- Design process and frameworks
- Design sprints and research methods
- Sketches and wireframes
- Information Architecture
- Usability Study
- Use of design tools (Figma)

Flutter

- Mobile development life cycle
- Mobile interface design with programming language
- Firebase and its products like push notifications and firestore
- State Management
- General mobile landscape and architectures
- App deployment in Play Store (Android) and App Store (iOS)

Others

- Time Management and Punctuality
- Communication Skills

2.2.1 Overview of work done as a UI/UX designer

As a UI/UX intern at Rangin Technology, I got a chance to work on a variety of tasks related to the design and user experience of the company's and client's digital products. This includes :

i. User research and testing

During my UI/UX developer internship at Rangin Technology, I had the opportunity to gain hands-on experience in conducting user research and testing to gain insight into how users interact with the company's products. I was responsible for planning and

organizing user research studies, analyzing data, communicating findings and incorporating feedback into design decisions, creating and maintaining user research documentation and also helped in facilitating usability testing sessions and assisted in A/B testing to improve user engagement. This experience helped me understand the needs, goals and pain points of the users and apply that knowledge to create better products and also helped me to improve my documentation, organizational and research skills. It was a very enriching experience as it allowed me to work on real-world projects and apply my knowledge.

ii. Creating wireframes and mockups

I also had the opportunity to work on creating wireframes and mockups to visually communicate design concepts and solutions. This experience helped me to improve my design skills, as well as my ability to communicate my ideas effectively. I was responsible for creating wireframes and mockups that were visually appealing, easy to understand and met the business requirements. Overall, this experience helped me learn how to translate abstract concepts into visual representations, and how to work in a team to bring designs to life.

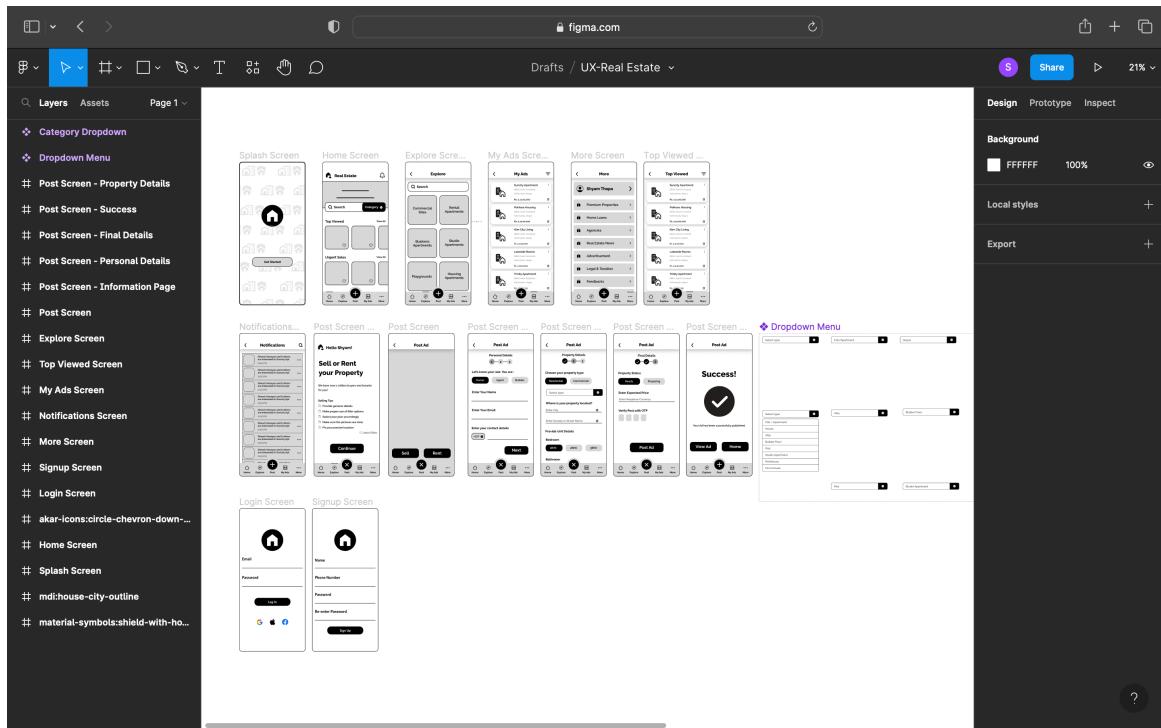


Figure 09. Screenshot of Figma while designing wireframes and prototype

iii. Collaborating with the development team

Apart from creating wireframes and mockups, I had the opportunity to collaborate with the development team to ensure that designs were technically feasible and to implement them. This experience helped me to learn how to effectively communicate with developers and understand their needs and limitations. I was responsible for working closely with the development team to ensure that designs were technically feasible and that any issues were identified and resolved early on.

iv. Creating and maintaining design systems

As an intern, I had the opportunity to work on creating and maintaining design systems and style guides. This experience helped me to improve my organizational and management skills as well as my ability to think in a holistic manner when it comes to design. I was responsible for creating and maintaining design systems and style guides that ensured consistency across all products, which helped to improve the overall user experience. I also helped in the implementation of the design system, providing support and guidance to the development team as needed. This experience helped me to understand the importance of design systems and style guides in achieving consistency and coherence in design, and it helped me to develop my skills in creating and maintaining design systems and style guides.

v. Helping design and facilitate usability testing

This was one of the new experience where I had the opportunity to work on usability testing sessions. This experience helped me to improve my understanding of user's needs and feedback. I was responsible for helping design and facilitate usability testing sessions, which involved recruiting participants, moderating the sessions, analyzing the data and providing feedback to the design and development teams. I also assisted in the development of A/B tests to improve user engagement. This experience helped me understand the importance of usability testing in the design process and how to use the feedback to improve the overall user experience.

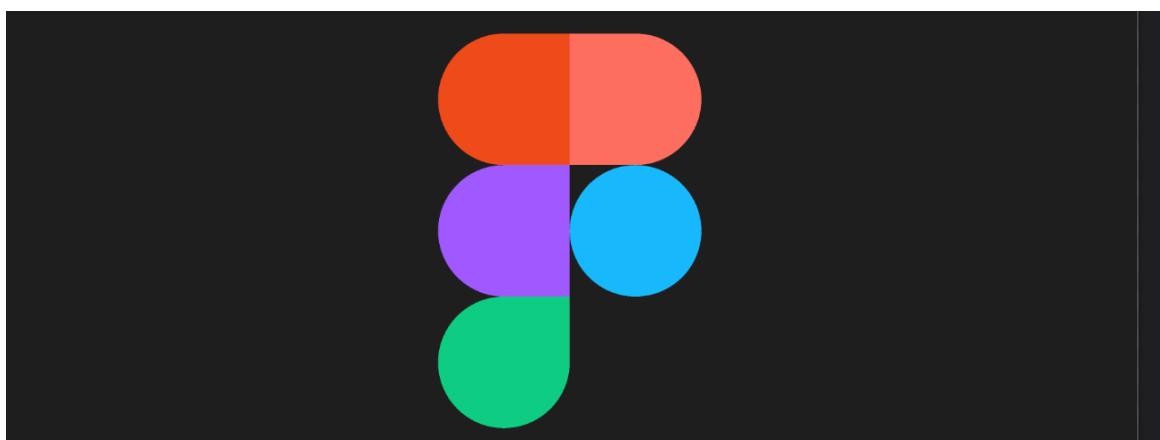
vi. Keeping up with the latest design trends

This experience of keeping myself updated with latest design trends helped me to improve my understanding of industry standards and improve my skills. I was responsible for keeping up with the latest design trends and best practices in order to create designs that are current and relevant to the users. I also helped in creating and maintaining design systems and style guides, which helped in maintaining consistency across the products. This experience helped me to stay current with the industry standards and helped me to understand the importance of staying up-to-date with the latest design trends and best practices in order to create designs that are current, relevant and meet the user's needs.

2.2.2 Tools Used for UI/UX Activities

i. Figma for wireframes, mockups, and prototypes

As a UI/UX intern at Rangin Technology, I had the opportunity to use Figma for creating wireframes, mockups and prototypes. Figma is a powerful tool that offers a range of features that made it easy for me to create wireframes, mockups and prototypes quickly and efficiently. The interface is intuitive and user-friendly, which helped me to quickly learn how to use it. Figma allows for real-time collaboration and commenting, which helped me to work efficiently with the design and development team. This feature was particularly helpful for me, as it allowed me to work on projects together with my team members in real-time, making it easy to share ideas and get feedback. Additionally, Figma has a wide range of design elements and components that I could use to create wireframes, mockups and prototypes, which made it easy for me to create designs that were consistent and visually appealing.



Figma also has a wide range of design elements and components that I could use to create wireframes, mockups and prototypes, which made it easy for me to create designs that were consistent and visually appealing. The tool also has a built-in design systems that helped me to create a library of reusable components, which made it easy for me to ensure consistency across all projects. I also found that it was easy to use for creating animations and interactions for prototypes which helped me to create interactive and engaging designs. Overall, Figma was a great tool for me as a UI/UX intern at Rangin Technology, it helped me to create wireframes, mockups and prototypes quickly and efficiently, and it was easy to use and collaborate with my team members. It also helped me to create designs that were consistent, visually appealing and interactive.

2.2.3 Overview of work done as a Flutter developer intern

As a Flutter intern at a Rangin Technology, I got an opportunity to work on a variety of tasks related to the development of mobile applications using the Flutter framework. Some specific responsibilities include:

i. Implementing Flutter's widgets and libraries

This experience of widgets and libraries helped me to improve my understanding of the framework and to develop my coding skills. I was responsible for developing and maintaining mobile applications using the Flutter framework, implementing features and functionality using Flutter's widgets and libraries, debugging and troubleshooting issues in the application, and optimizing the application's performance. I also collaborated with the design and development teams to ensure that the application met the requirements and specifications. This experience helped me to understand the importance of using the right widgets and libraries to create efficient and effective code, and how to troubleshoot and debug issues that may arise. It also helped me to develop my skills in using the framework and implement features and functionality.

ii. Building and integrating with RESTful APIs

I also had the opportunity to work on building and integrating with RESTful APIs and backend services. This experience helped me to improve my understanding of the

backend development and to develop my skills in building and integrating with RESTful APIs. I was responsible for building and integrating with RESTful APIs and backend services to connect the mobile application with the server-side. I also helped in debugging and troubleshooting issues that may arise in the integration process. This experience helped me to understand the importance of building and integrating with RESTful APIs and backend services in the mobile application development, and how to troubleshoot and debug issues that may arise in the process.



Figure 10. Screenshot of Flutter Logo

iii. Creating beautiful UI using code

This was one of my favorite tasks as a Flutter intern. I had the opportunity to work on creating beautiful user interfaces using dart and flutter code. This experience helped me to improve my understanding of the framework and to develop my skills in creating visually appealing designs. I was responsible for creating beautiful UI using dart and flutter code, by using the widgets and libraries that Flutter framework provides. Additionally, I was able to learn how to use dart programming language to create custom widgets and animations that helped me to create visually appealing designs. I also collaborated with the design team to understand the design requirements and to ensure that the UI meets the design specifications. This experience helped me to understand the importance of creating visually appealing designs, and how to use the framework's widgets and libraries to achieve that goal.

iv. Developing and maintaining mobile applications

The experience of development and maintenance has helped me so much to improve my understanding of the Flutter framework and to develop my skills in mobile application development. I was responsible for developing and maintaining mobile applications using the Flutter, implementing features and functionality, debugging and troubleshooting issues in the application, and optimizing the application's performance. I also collaborated with the design and development teams to ensure that the application met the requirements and specifications. This experience helped me to understand the importance of maintaining and updating mobile applications, and how to troubleshoot and debug issues that may arise. It also helped me to develop my skills in using the framework and implement features and functionality. Overall, this experience was very beneficial for my growth as a Flutter developer, as it helped me to develop my skills in developing and maintaining mobile applications using the Flutter framework.

v. Participating in code reviews

To enhance my Flutter and coding knowledge in general, I also used to participate in code reviews with other developers. It helped me to improve my understanding of the coding best practices and to develop my skills in writing clean and maintainable code. It involved reviewing and commenting on the code written by other team members to ensure that it adheres to the company's coding standards and best practices. I also contributed to the development of the company's coding standards and best practices by providing feedback and suggestions based on my experience. This experience helped me to understand the importance of following coding standards and best practices in order to write clean, maintainable and scalable code. It also helped me to develop my skills in reviewing and commenting on the code written by other team members.

2.2.4 Tools and features used for Flutter mobile development

There are several tools that are commonly used for mobile application development with Flutter. These tools provide features such as code completion, debugging, building, testing and running flutter apps, inspecting the widget tree, adding new libraries and packages to the app. Some of the tools I used during my internship include:

i. Visual Studio Code and Android Studio as IDE

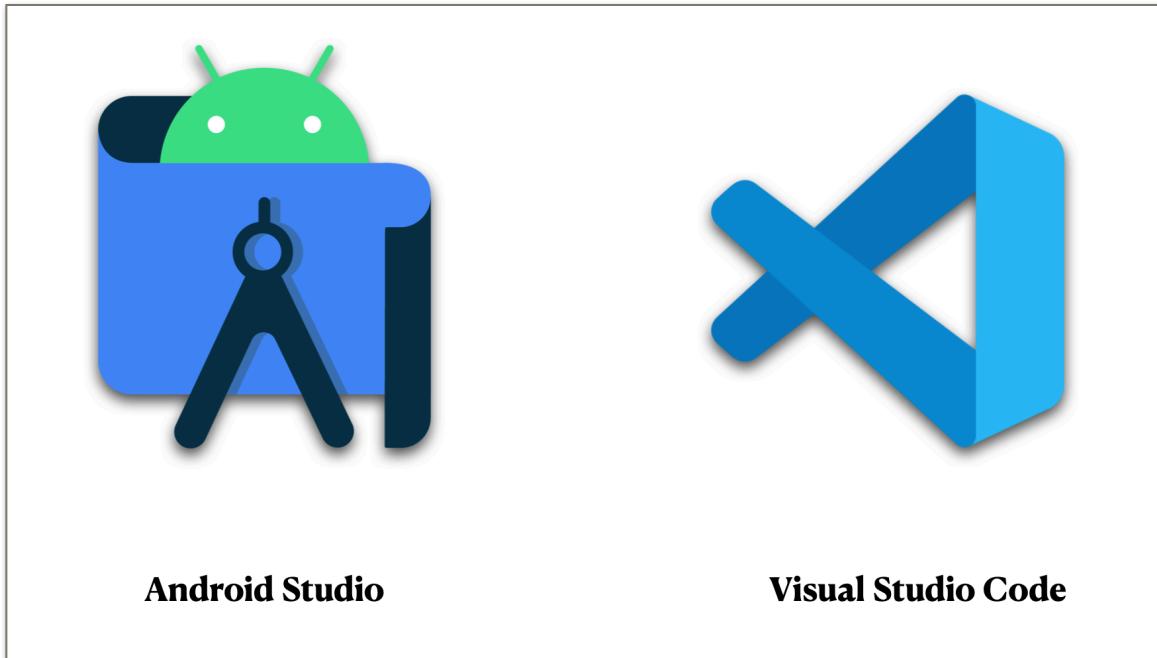


Figure 11. Available Integrated Development Environment for Flutter

During my Flutter developer internship at Rangin Technology, I had the opportunity to use Visual Studio Code and Android Studio as my main Integrated Development Environment (IDE) to work on mobile application development with Flutter. Both of these IDEs are popular among Flutter developers and they provide a wide range of features that made it easy for me to develop, test, and run my Flutter apps. I found that the Visual Studio Code provided a great code editing experience with its plugins and extensions for flutter development. While Android Studio, the official IDE for Android development, it includes a Flutter plugin that provides code completion, debugging, and other features for developing Flutter apps. Both IDEs helped me to write clean, maintainable and scalable code, debug and troubleshoot my code, and quickly see the changes that I made in the app with the help of distinctive available features.

ii. Dart SDK

As a part of mobile application development workflow, I also used Dart SDK for the usage of Flutter framework. The Dart SDK is the foundation of the Flutter framework and

it includes the dart command-line tools that are used for developing, testing, and running Flutter apps. I used the Dart SDK to write, test, and debug my code and I learned how to use it to create custom widgets and animations that helped me to create visually appealing designs. I also used the SDK to run the flutter doctor command which helped me to check if my development environment was set up correctly for Flutter development. I also used the SDK to run the flutter run command to run and test my apps on an emulator or a physical device.

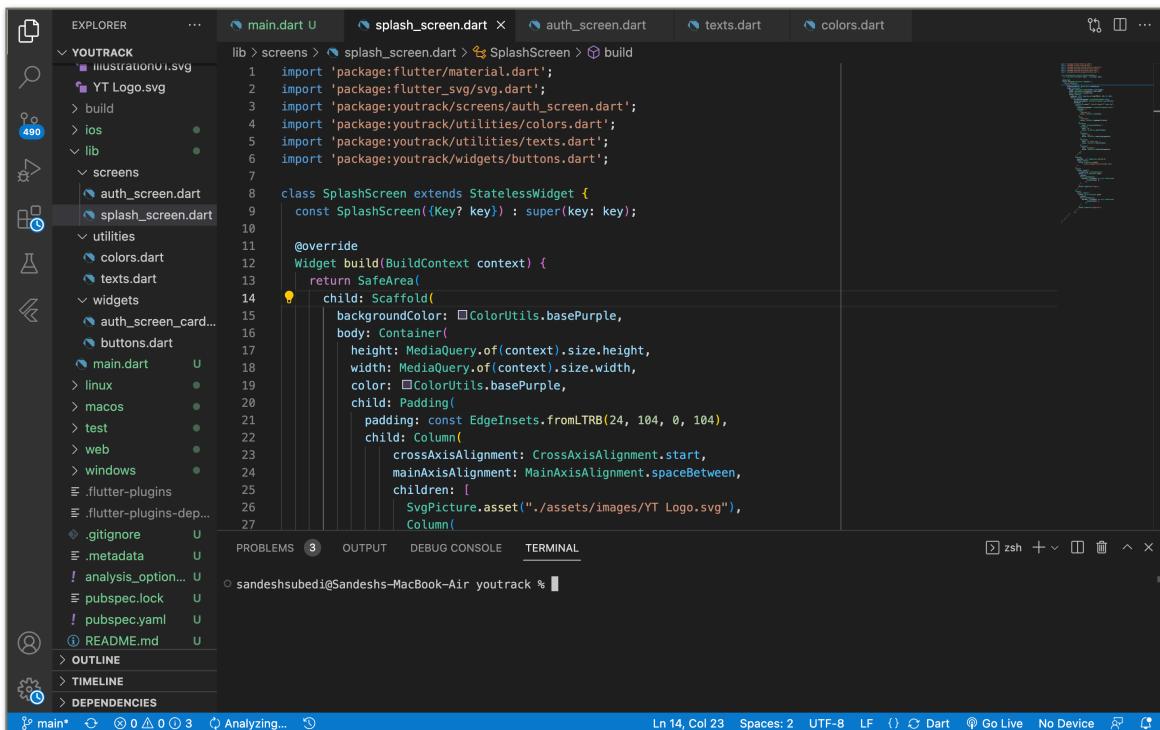


Figure 12. Working with Dart Programming Language and SDK

iii. Flutter Doctor and CLI

I used the flutter doctor command mostly during setups and updates, to check if my development environment was set up correctly for Flutter development. This command helped me to identify and fix any issues related to my development environment setup, such as missing dependencies or incorrect configurations.

Similarly, I used the flutter CLI, which is the command-line interface that allows me to run and build my Flutter apps from the command line. I used the flutter run command to run and test my apps on an emulator or a physical device. I also used the flutter build

command to build my apps in release mode for deployment. These commands helped me to automate my development workflow, and I found that it was a very efficient way to develop and test my apps.

iv. Flutter inspector

Flutter inspector is widely used as a tool for debugging and troubleshooting mobile applications issues. The flutter inspector is a built-in tool that allows me to inspect the widget tree of my running Flutter app, which helped me to understand the structure and layout of my app. I found it was very helpful to identify and fix issues related to the layout, styling, and functionality of my app. I was able to select and edit the properties of a selected widget, and I could see the changes in real-time which helped me to debug and troubleshoot my code effectively. Additionally, I also used the flutter inspector to inspect the performance of my app, and to identify and fix any performance issues.

v. Hot Reload

This feature saved me a lot of time during the development process and allowed me to quickly test and debug my code. I had the opportunity to use the flutter hot reload feature as a tool for quickly iterating and testing my mobile applications. The hot reload feature allows me to make changes to my code and see them reflected in the app without having to fully rebuild it. I was able to make changes to my code and immediately see the results, which helped me to quickly identify and fix issues. Additionally, I also used the hot reload feature to test and iterate on the UI and design of my app, which helped me to improve the user experience.

vi. Flutter Packages

As a part of development team during my intern, I also got to learn a lot of fresh and advanced packages provided by Flutter. Flutter packages are pre-built libraries and modules that can be easily added to a Flutter project, providing additional functionality such as network communication, image loading, and more. I found it was very easy to use and it allowed me to add new functionality to my app without having to write it from scratch. I used the flutter packages to add new features to my app such as push

notifications, location tracking, and more. I also used the flutter packages to add new UI elements to my app such as navigation bars and progress indicators.

vii. Firebase

During my Flutter developer internship at Rangin Technology, I had the opportunity to integrate Firebase, a mobile and web application development platform, into my flutter applications. Firebase provides a number of features that can be easily integrated into a flutter app such as authentication, real-time databases, storage, and more. I was able to use Firebase to add user authentication to my app, allowing users to sign in and register with their email and password.

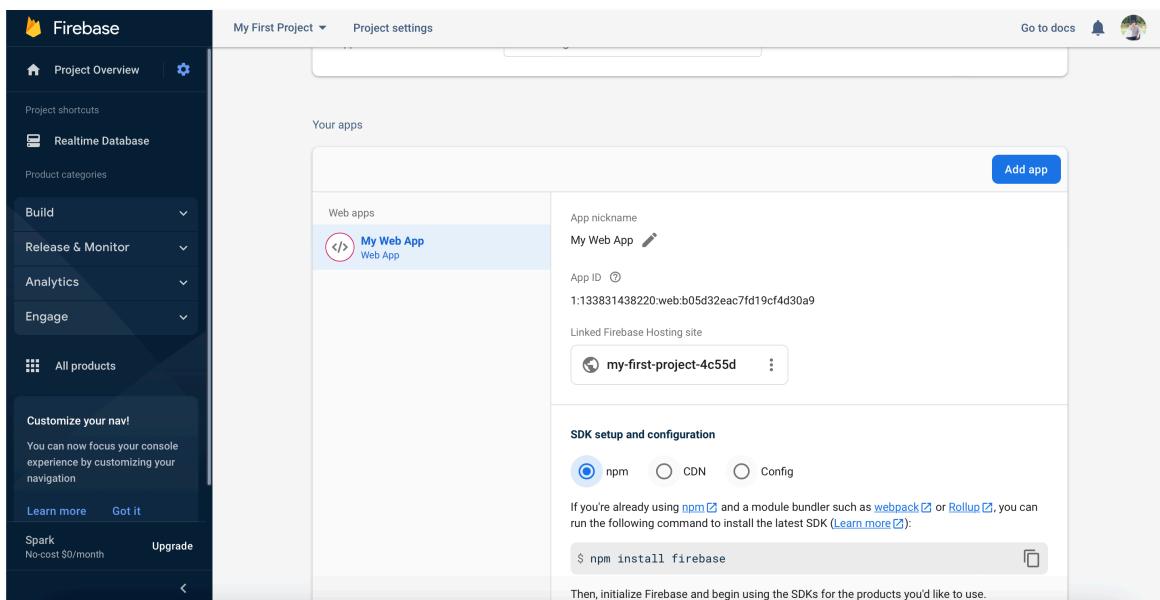
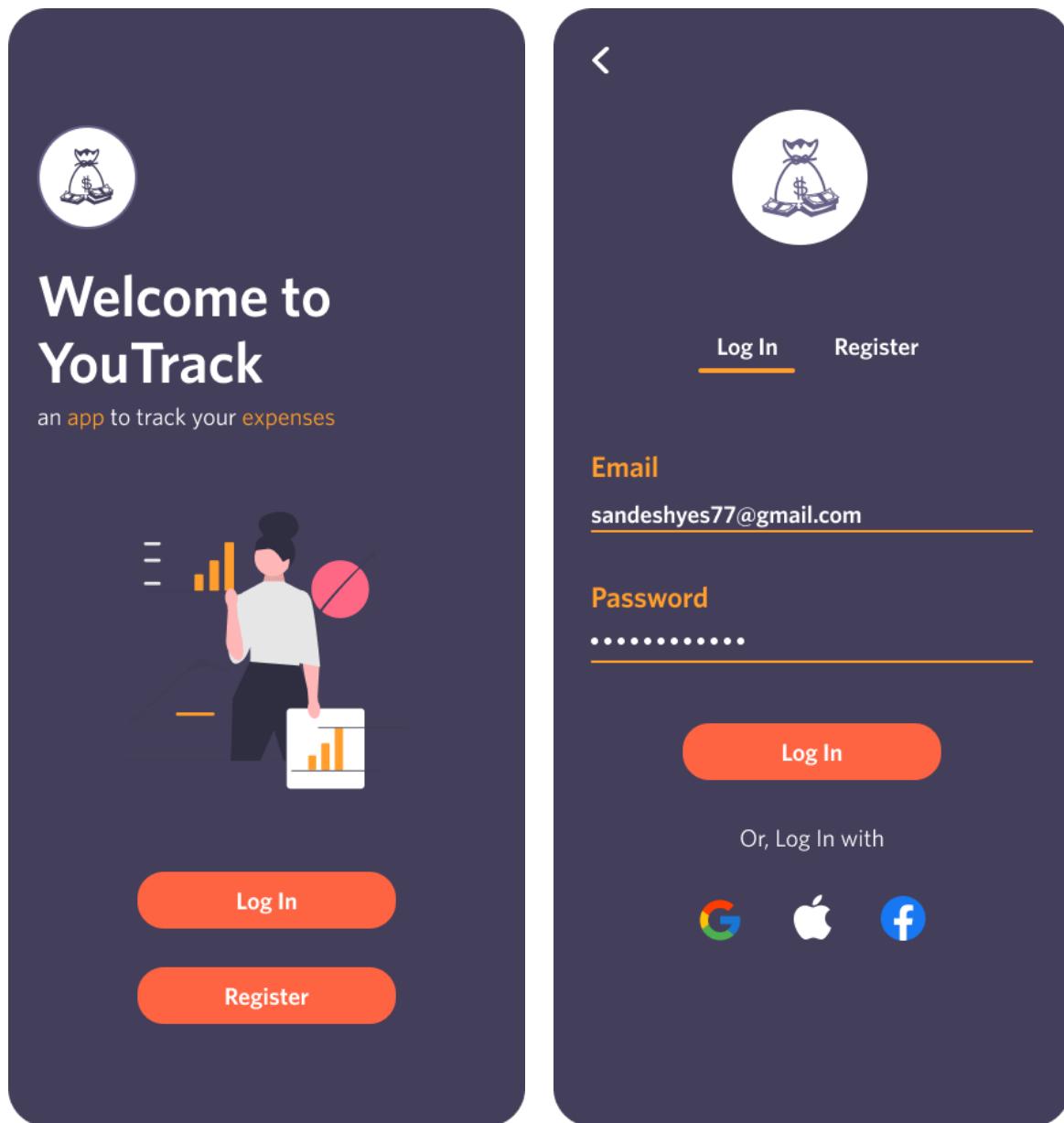


Figure 13. Firebase Authentication and configuration

I also used Firebase's real-time database to store and retrieve data for my app, and its storage feature to store and retrieve user's files. Additionally, I also used Firebase's analytics and crashlytics to monitor the app's performance, and to debug and fix issues. Overall, this experience helped me to develop my skills in integrating Firebase into my flutter app and it was beneficial for my growth as a Flutter developer.

2.2.4 Outcomes of projects during Flutter mobile development

2.2.4.1 YouTrack : an expense tracking application project



Good Evening,
Sandesh Subedi

Total Balance 26/09/2022
126,328.00

Income Rs. 1,377.98 Expense Rs. 3,317.98

Income

Income Source
eg. Part-time Job

Amount
eg. 2300

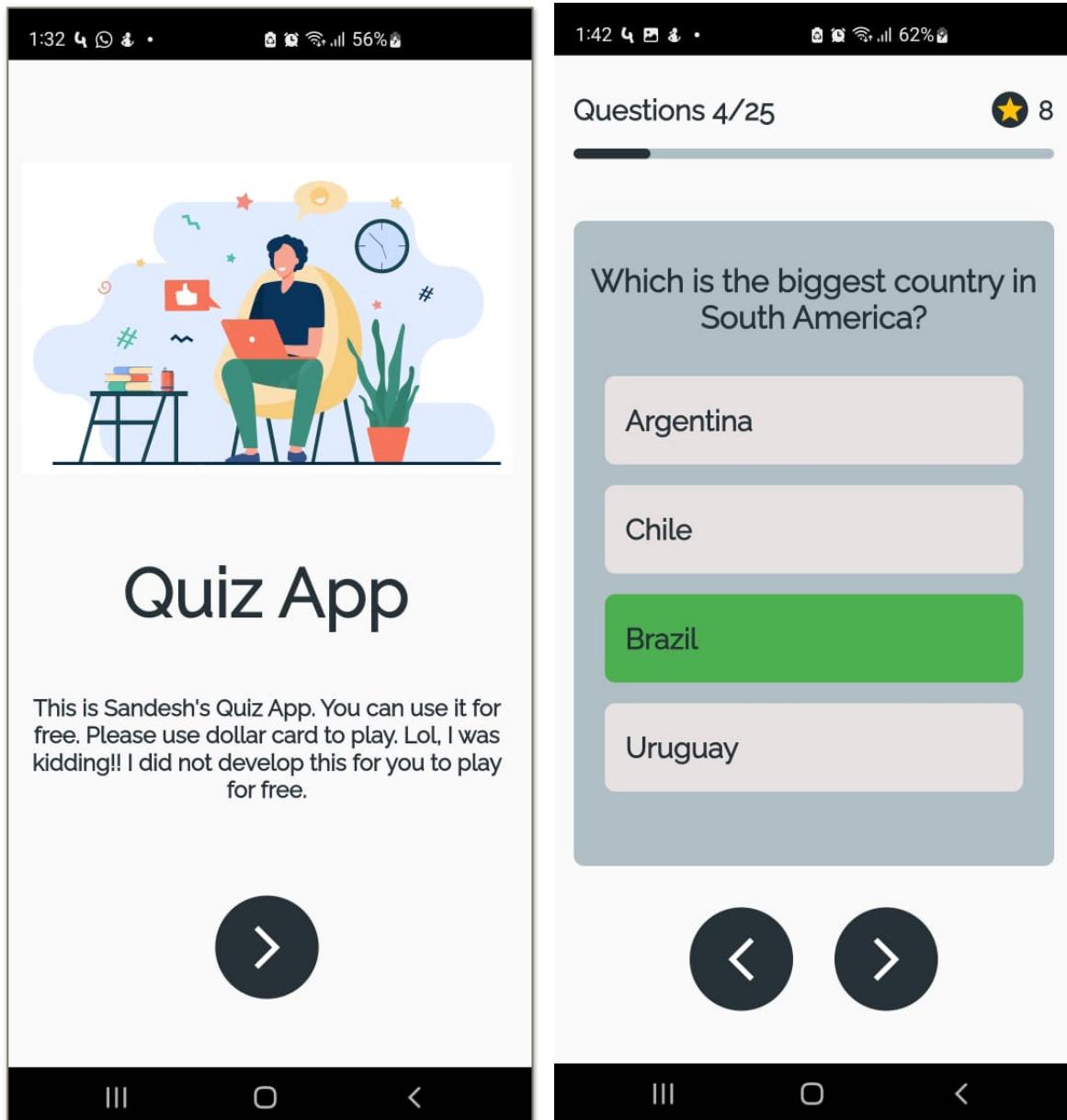
Date
27/09/2022

Add Income Cancel

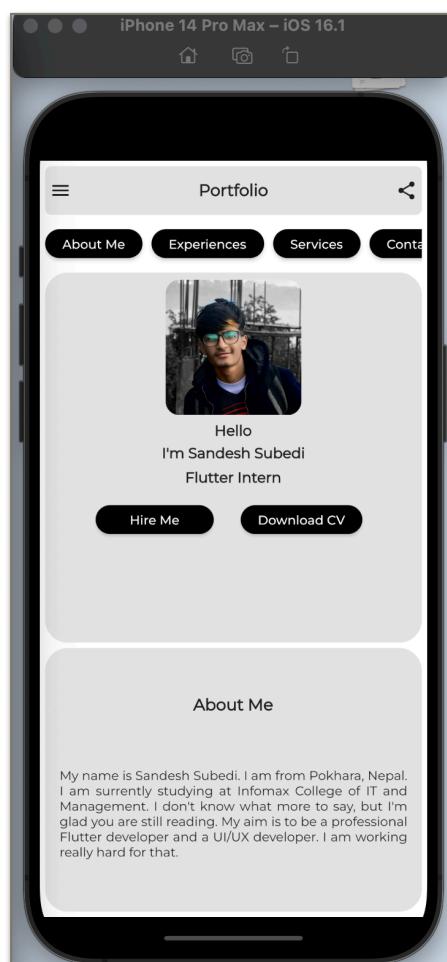
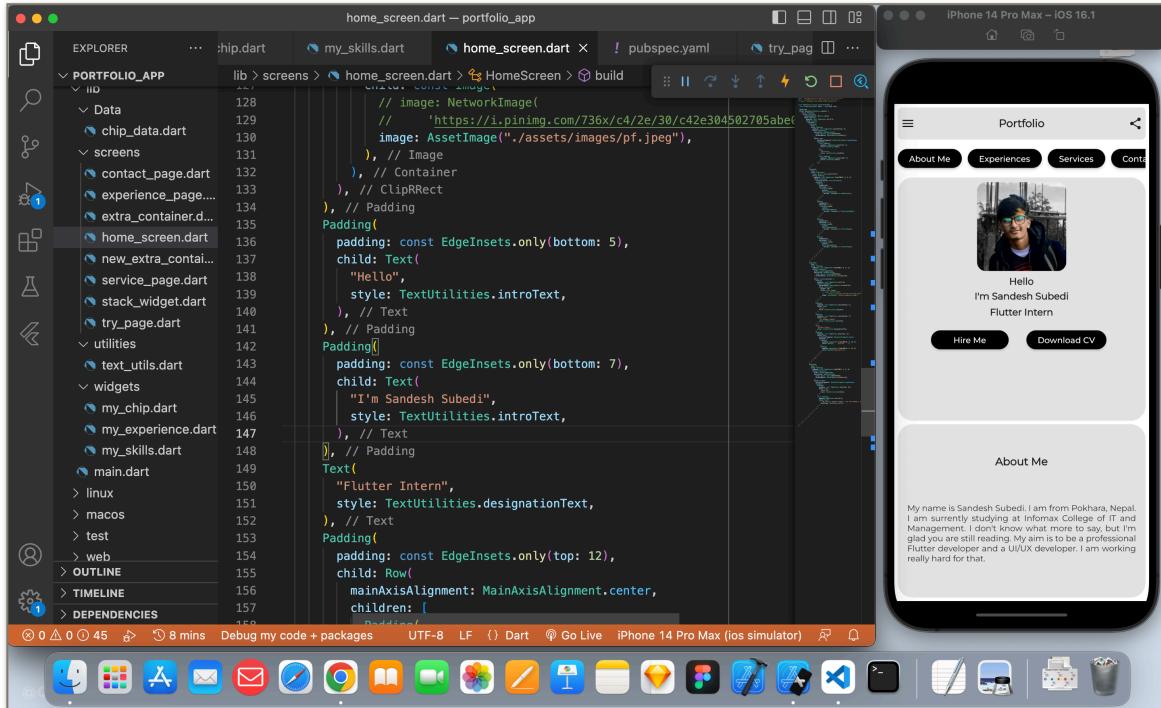
Transaction History See All

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	Freelancing Fee Yesterday	Rs. 3,317.98
	Shoes Purchase Today	Rs. 3,317.98
	Freelancing Fee Yesterday	Rs. 3,317.98
	Shoes Purchase Today	Rs. 3,317.98

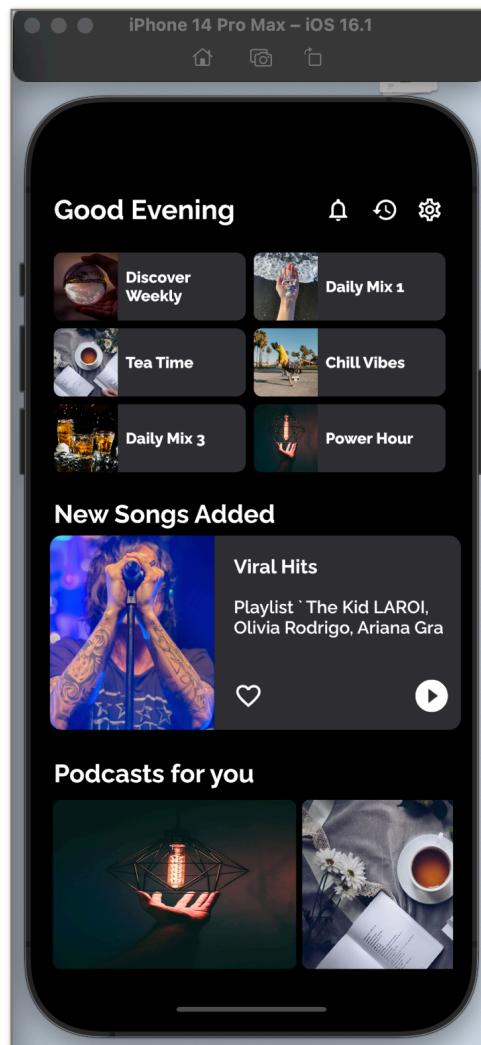
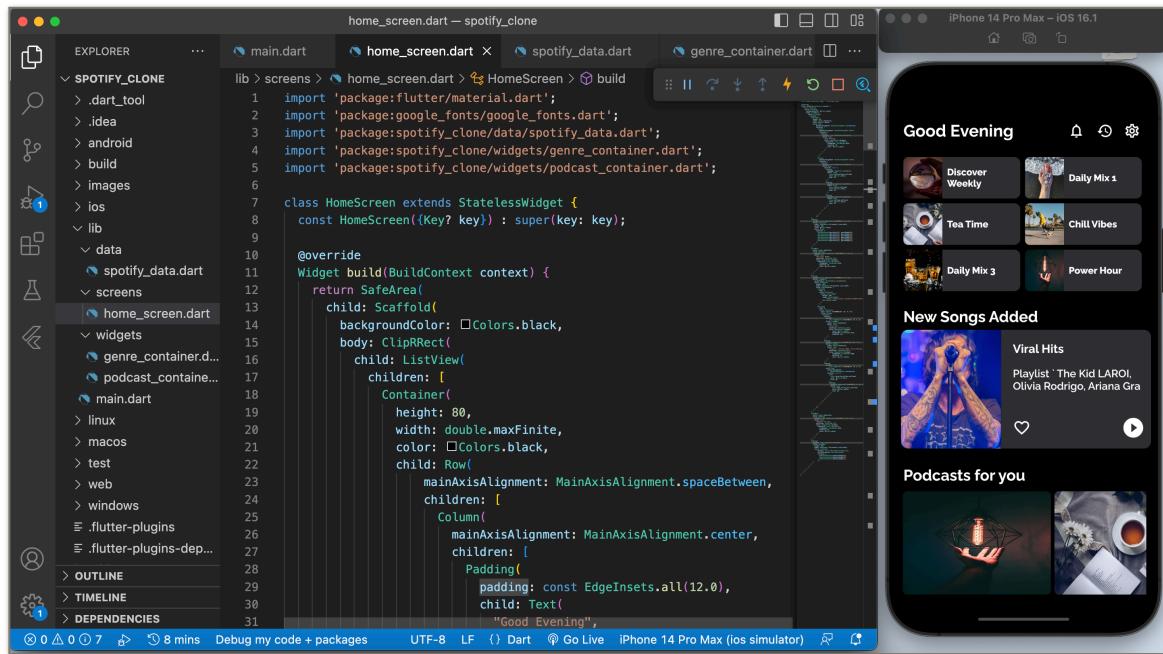
2.2.4.2 Quiz Saga App



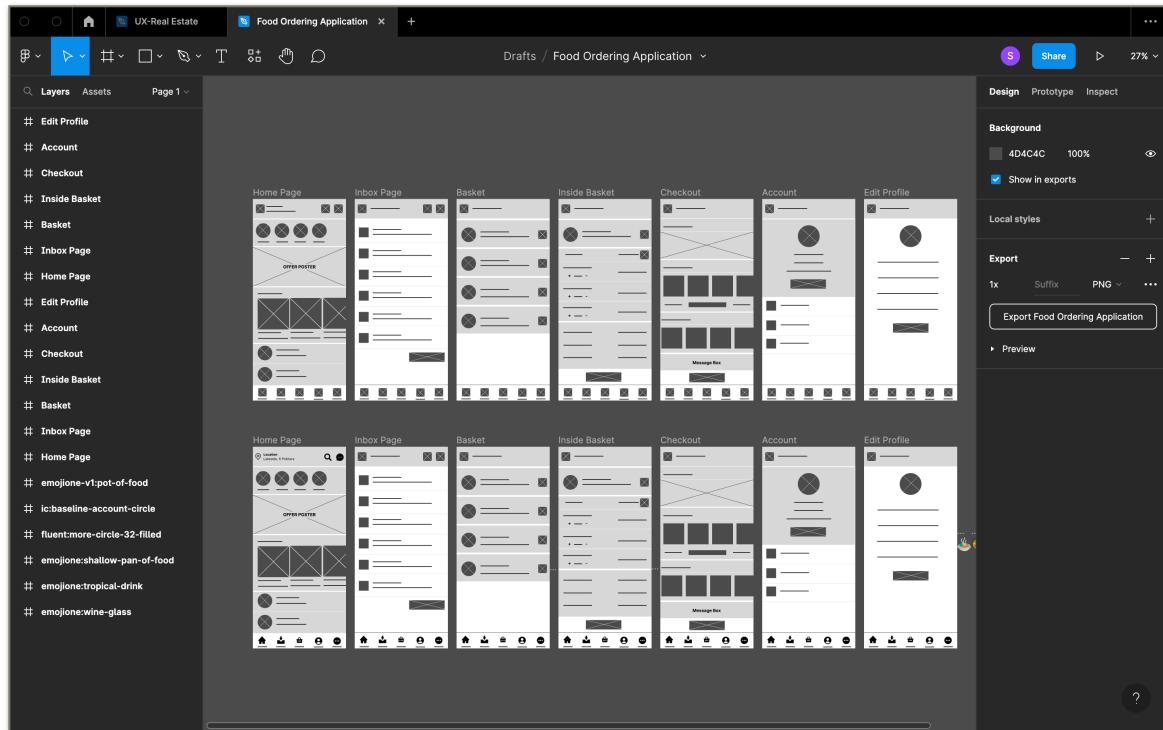
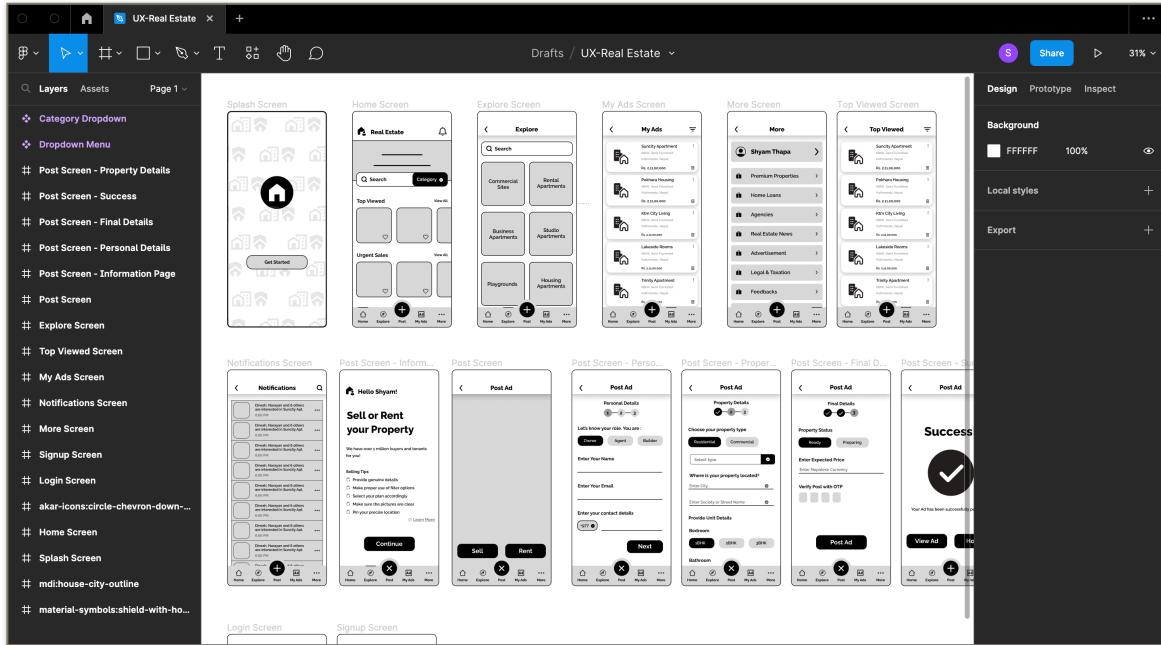
2.2.4.3 Portfolio Application with Flutter



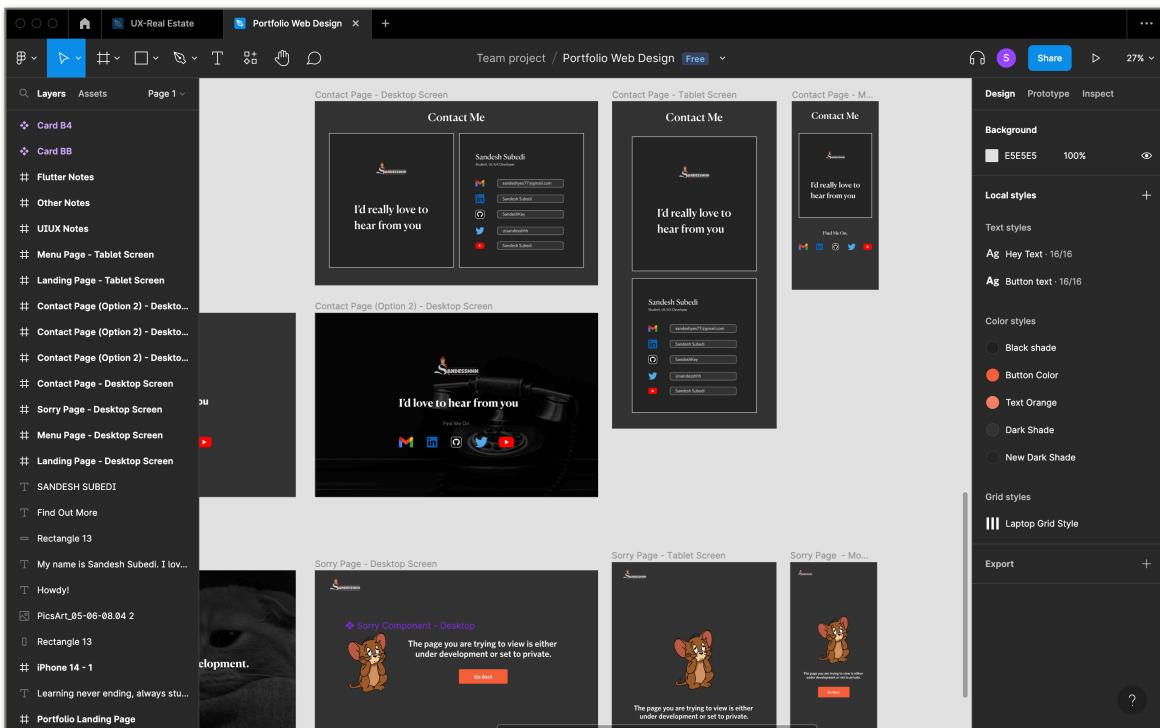
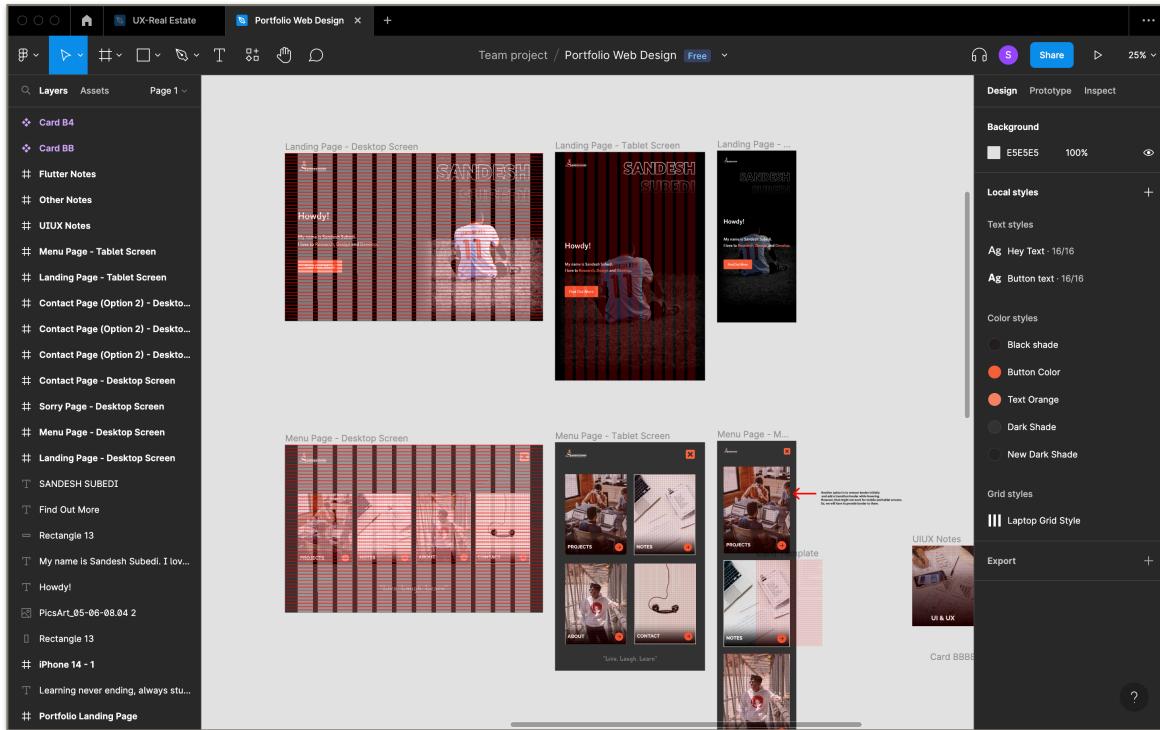
2.2.4.4 Music Player Clone with Flutter



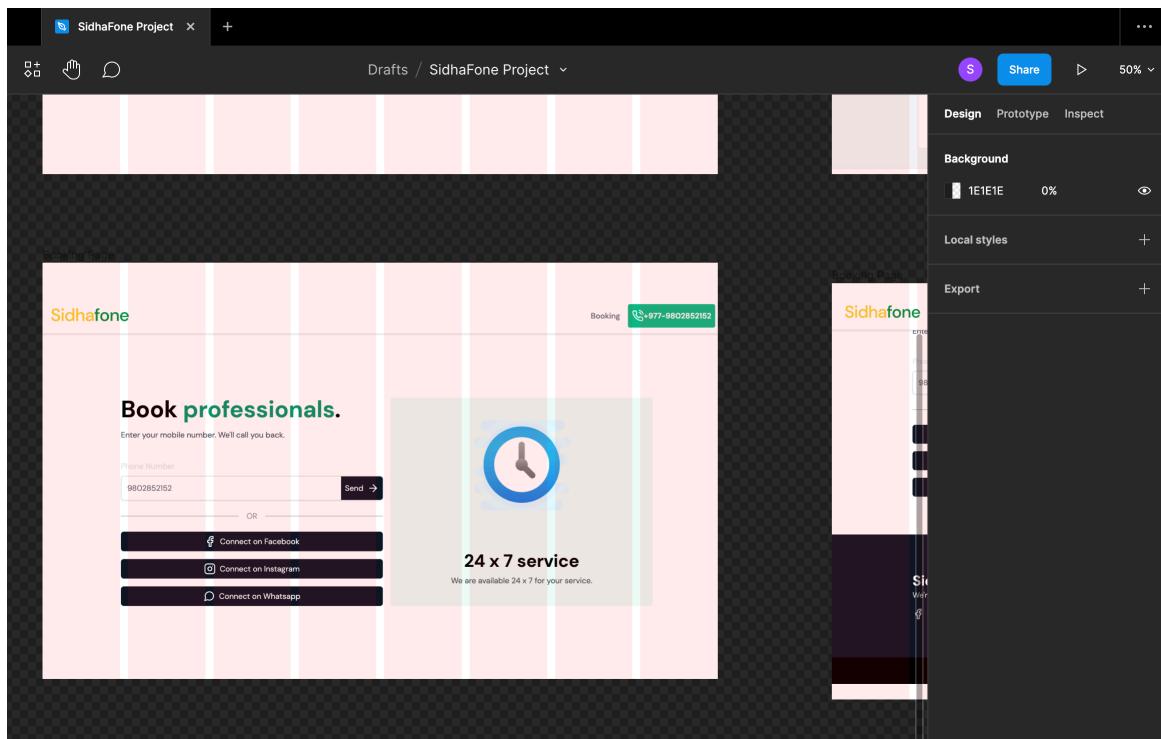
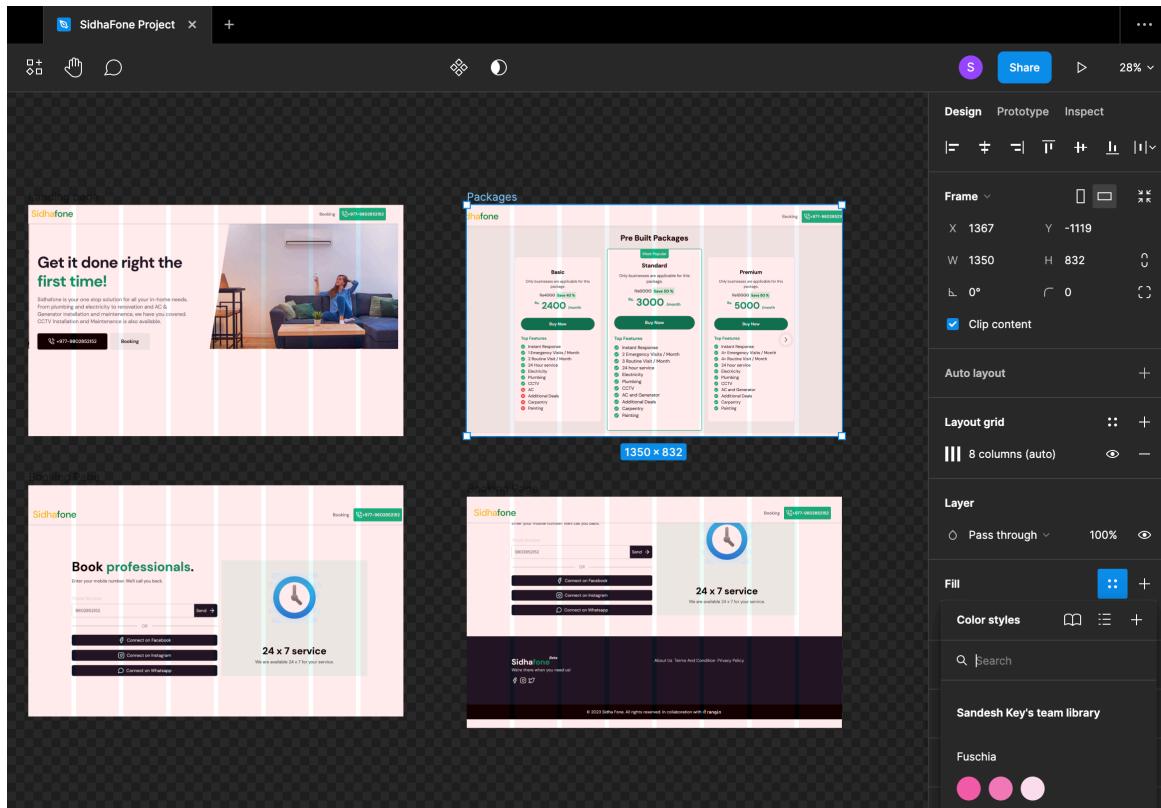
2.2.4.5 Wire-framing in UI/UX Development



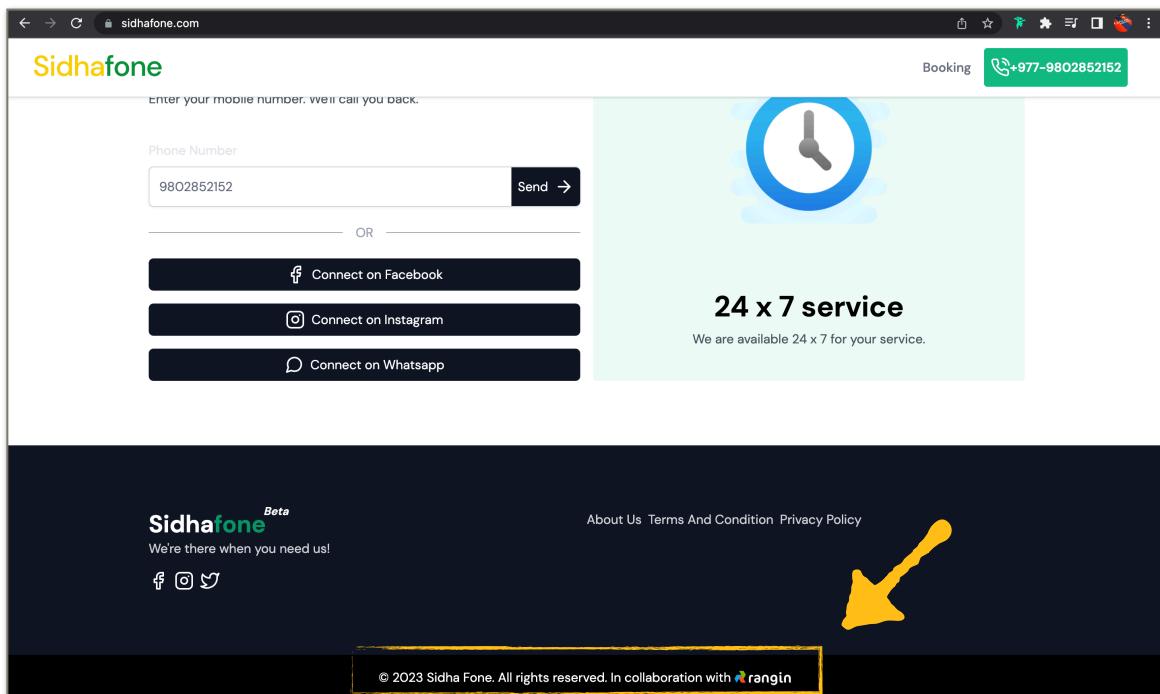
2.2.4.6 Prototyping UI Design with Figma



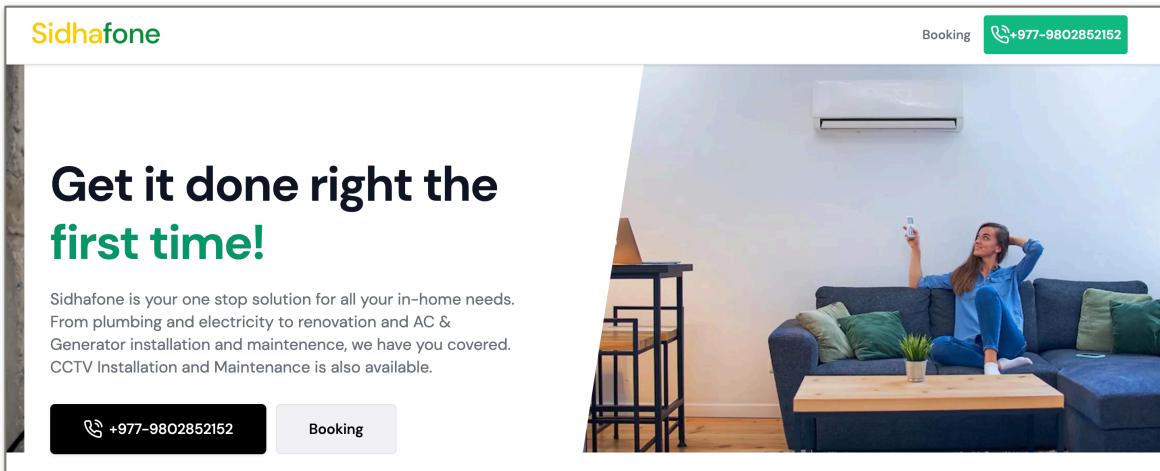
2.2.4.7 Prototyping UI Design for SidhaFone



2.2.4.8 Outcome of SidhaFone Project



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Website Link : <https://sidhafone.com>

Chapter 3 : Conclusion and Recommendation

My three-month internship at Rangin Technology was an incredibly valuable experience that not only fulfilled my university's requirements but also provided me with a wealth of knowledge and hands-on experience. I was able to gain a deep understanding of the inner workings of a tech company, from the day-to-day operations to the dynamics of the team. I also learned how to effectively communicate and collaborate with my colleagues, and how to navigate the unique challenges that come with working in a fast-paced, high-pressure environment.

Before starting the internship, I had certain preconceptions about what it would be like to work for a large IT firm, but I quickly learned that there was much more to it than I had initially imagined. The internship provided me with an opportunity to observe and learn from experienced professionals, and it gave me a chance to see the company's culture and values in action. The internship was an eye-opener in many ways and it exposed me to new knowledge and experience, that I would not have gained otherwise. As a result of my internship experience, I have seen a significant improvement in my skills as both a UI/UX designer and a Flutter developer. The opportunity to work on real projects with a team of experienced professionals has allowed me to apply the theoretical knowledge I have acquired in my studies to practical situations. This has given me the confidence to tackle new challenges and to continue to grow as a professional in these fields.

Throughout the internship, I had the chance to work on various projects and to be mentored by experienced professionals in the field. This has allowed me to gain a deeper understanding of industry best practices and to develop my skills in areas such as user research, wireframing, prototyping, and mobile app development. Additionally, feedbacks and guidance that I received from my team members and mentors helped me to identify and address my weaknesses, and to improve on my strengths. Overall, I consider my internship experience to be a tremendous blessing as it has provided me with the opportunity to gain hands-on experience, to grow professionally and to build a strong foundation for my future career.



SCHOOL OF COMPUTING



Appendices

Cover Letter

Sandesh Subedi

Masbar - 7

Pokhara, 33700

February 15, 2022

Mr. Abhiyan Thapa

Title: Application for the internship of junior flutter developer

Rangin Technology

Bagale Tole - 8

Pokhara, 33700

Respected Mr. Thapa,

Thank you for the opportunity to apply for your company's Junior Flutter Developer position. After reading your job description, it's evident that you're searching for someone who is very familiar with the role's tasks and can confidently carry them out. Given these requirements, I am certain that I possess the requisite skills to competently complete the task and exceed expectations.

I am a dedicated college student (BSc. IT Hons) now enrolled at Infomax College of Information Technology and Management. My instructors and peers have continuously recognized me as a diligent worker throughout my academic career. I've built demonstrated communication, technical, and linguistic abilities while working on academic and extracurricular projects, which I intend to apply to the Junior Flutter Developer post at your organization.

I hope that after examining my resume, you will agree that I am the type of qualified and competitive applicant you want. I'm excited to discuss how my specialized skills and abilities will benefit your company. Please contact me at 977-982-710-0678 or sandeshyes77@gmail.com to schedule a time that is convenient for both of us.

Thank you for your time and consideration; I hope to hear from you soon.



Curriculum Vitae

Sandesh Subedi

Student

Email sandeshyes77@gmail.com
Address Masbar-7, Pokhara
Phone +977 9827100678
Date of birth Apr 20, 2001
Nationality Nepal
Link twitter.com/sandesshhh

OBJECTIVE

An ambitious and self-motivated college student with immense commitment to pursue a career in technology. Demonstrated communication, technical, and linguistic abilities while working on academic and extracurricular projects. Displayed a fundamental role in college's flourishing football team and several other extra curricular activities. Ardent to assure a role as a mobile application developer, which will furnish further advancement in future technology and businesses.

EXPERIENCE

Lakeside-6, Pokhara
Apr 2017 - Aug 2019
Front Office Receptionist
Hotel Mountain Heritage

EDUCATION

Ranipauwa Marg-11, Pokhara
Sep 2019 - Present
BSc. Hons IT
Infomax College of IT and Management

Birauta-17, Pokhara
Apr 2016 - Apr 2018
High School
Balodaya English Boarding School

SKILLS

- Computer Proficiency
- HTML and CSS
- Javascript and jQuery
- Java
- UI/UX Design
- Adaptability

LANGUAGES

English Advanced	Nepali Advanced
Spanish Elementary	Hindi Advanced

INTERESTS

- Technology
- Football
- Business and entrepreneurship
- Travel

Recommendation Letter from Infomax College of IT & Management

Registration No : 36058/062/063

Infomax College of Information Technology and Management



Date: 15 Feb 2022

Ref.No: ICITM-022-IR-23

To,
Rangin Technology
Bagale Tole, Pokhara

Dear Sir / Madam,

It gives immense pleasure to say that Infomax College of IT and Management conducts three years (6 semesters) courses on B.Sc.IT (Hons.) and BBM (Hons.) in academic collaboration with Asia Pacific University of Technology and Innovation (APU). APU is an award winning Malaysia's Premier University & APU is among the Top 10 Emerging Public and Private Universities in Malaysia.

We have been approved by Ministry of Education and these courses are recognized by Tribhuvan University. These courses introduce students with IT skills as well as latest management and strategy to cope up with industrial requirements. During these three years, students are exposed to latest technology, communication system, decision support system and many other areas. These courses involve imparting knowledge in the area of programming languages and techniques, system development, infrastructure management, finance, quantitative skills, etc.

During first year of studies students have gained basic understanding of the context within which business operate - Management, Law, Accounting, Economics, Entrepreneurship and Marketing. They are also exposed towards business & communication skills, computing & IT skills, quantitative skills, and independent learning.

During second year of studies, students are also exposed to more advanced level of curriculum including behavioral science, business ethics & governance, critical thinking in management, and international culture & communications. In-depth understandings in functional management in various areas are developed as well.

The students of the above-mentioned course have to undertake a 12-week Internship in the specialized field as the part of the curriculum. We shall be grateful to you if you permit our student to pursue Internship in your esteemed organization. We are sure that they would pass through your strict norms and standards.

Apart from this, a brief profile of Mr. Sandesh Subedi student of BSc IT(Hons) and his roll number NPI000040 is attached for your reference.

Please feel free to contact me for any further inquiry.

Sincerely,

Raghu Nath Gyawali

Project Supervisor

Academic Collaboration with



Ranipauwa, Phulbari Marga, Pokhara - 11, Nepal

Tel: 00977-61-535735, 521342

www.infomaxcollege.edu.np | mail@infomaxcollege.edu.np

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Attendance Log Sheet

 Attendance Log Sheet <u>Valid for :April, 2022</u>																																																																																																																																					
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Attendance Log Sheet

Valid for : May, 2022

Staff's Name : Sandesh Subedi
Position : Flutter and UI/UX
Type : Intern
Institution : Infomax College
Contact : +977-9827100678

Date	Time In	Time Out	Approved
May 1, 2022		Labor Day	
May 2, 2022	10:43 am	5:21 pm	
May 3, 2022	10:53 am	5:01 pm	
May 4, 2022	10:51 am	5:04 pm	
May 5, 2022	10:35 am	5:11 pm	
May 6, 2022	10:51 am	5:25 pm	
May 7, 2022		Saturday	
May 8, 2022	10:51 am	5:22 pm	
May 9, 2022	10:45 am	5:32 pm	
May 10, 2022	10:43 am	5:23 pm	
May 11, 2022	10:47 am	5:21 pm	
May 12, 2022	10:44 am	5:12 pm	
May 13, 2022	10:34 am	5:14 pm	
May 14, 2022		Saturday	
May 15, 2022	10:45 am	5:13 pm	

Date	Time In	Time Out	Approved
May 16, 2022		Ubhauli Parva	
May 17, 2022	10:46 am	5:23 pm	
May 18, 2022	10:48 am	5:12 pm	
May 19, 2022	10:55 am	5:01 pm	
May 20, 2022	10:53 am	5:09 pm	
May 21, 2022		Saturday	
May 22, 2022	10:52 am	5:06 pm	
May 23, 2022	10:52 am	5:08 pm	
May 24, 2022	10:45 am	5:01 pm	
May 25, 2022	10:55 am	5:05 pm	
May 26, 2022	10:57 am	5:24 pm	
May 27, 2022	10:44 am	5:17 pm	
May 28, 2022		Saturday	
May 29, 2022		Republic Day	
May 30, 2022	10:44 am	5:17 pm	
May 31, 2022	10:54 am	5:01 pm	



Attendance Log Sheet

Valid for : June, 2022

Staff's Name : Sandesh Subedi
Position : Flutter and UI/UX
Type : Intern
Institution : Infomax College
Contact : +977-9827100678

Date	Time In	Time Out	Approved
June 1, 2022	10:53 am	5:22 pm	
June 2, 2022	10:43 am	5:21 pm	
June 3, 2022	10:53 am	5:01 pm	
June 4, 2022		Saturday	
June 5, 2022	10:35 am	5:11 pm	
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June 23, 2022	10:52 am	5:08 pm	
June 24, 2022	10:45 am	5:01 pm	
June 25, 2022		Saturday	
June 26, 2022	-	-	
June 27, 2022	-	-	
June 28, 2022	-	-	
June 29, 2022	-	-	
June 30, 2022	-	-	

Experience Letter



Rangin Technology
Design and Branding

PAN: 616165063
Ref No: 033/2022
Date: 12/Jul/2022

To Whom It May Concern

This is to certify that Mr. Sandesh Subedi, son of Mr. Krishna Prasad Subedi, inhabitant of Masbar-7, Pokhara, Nepal was intern in our organization, Rangin Technology as a Junior Flutter Developer, Bagale Tole-8, Pokhara for a period starting from 27th March, 2022 to 8th July, 2022.

During his period he was trained in various Flutter skills like Flutter Widgets Fundamentals, Navigation & Routing, Visual, Behavioral, and Motion-Rich Widgets, Firebase, Location-Aware Apps using GPS and Google Maps, App testing & publishing and many more. In this intern, Mr. Subedi remained dedicated with his job. We find him pretty active in whatever task we assigned him. He is professionally sound confident, hardworking, and possesses a good leadership. His motivation to initiate that task has been gratitude in the advancement of our Organization.

We found him to be a quick learner, hard worker, and dedicated to his assignment with excellence character during his internship. He has a genial temperament and can work effectively as part of a team to achieve the organization's goals.

We wish him all the best in his future endeavor.

Best Regards,

A handwritten signature in black ink.

Mr. Abhiyan Thapa
CEO, Rangin Technology
abhiyan@rangin.com.np
+977-9802821147

 **Rangin**



 **rangin**

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therangin@gmail.com

Bagale Tole-8, Pokhara

NEPAL



References and Bibliography

Arb, G. I., & Al-Majdi, K. (2020, May). A freights status management system based on Dart and Flutter programming language. In *Journal of Physics: Conference Series* (Vol. 1530, No. 1, p. 012020). IOP Publishing.

Hartson, R., & Pyla, P. S. (2012). *The UX Book: Process and guidelines for ensuring a quality user experience*. Elsevier.

Kuzmin, N., Ignatiev, K., & Grafov, D. (2020). Experience of developing a mobile application using flutter. In *Information Science and Applications: ICISA 2019* (pp. 571-575). Springer Singapore.

Napoli, M. L. (2020). *Beginning flutter: A hands on guide to app development*. Wrox, a Wiley brand.

Tashildar, A., Shah, N., Gala, R., Giri, T., & Chavhan, P. (2020). Application development using flutter. *International Research Journal of Modernization in Engineering Technology and Science*, 2(8), 1262-1266.



APPENDIX 1

INTERNSHIP/INDUSTRIAL PLACEMENT REPORT CLEARANCE FORM

This form must be given to the company supervisor for clearance. Please ensure that this form is attached to your Report.

Student's Particulars

Name of Student : _____

Department : _____

Student ID No : _____

Intake : _____

Student National ID Card/Passport No : _____

Company Details

Name of Company : _____

Contact Person (Supervisor) : _____

Contact No(s) : _____

Internship/ Industrial Placement Report Clearance by Company

Signature	Company Stamp	Date

Note: If the company wishes to have a copy of the report, the arrangement is left between the company and the trainee.



APPENDIX 2



INTERNSHIP/ INDUSTRIAL PLACEMENT STUDENT FEEDBACK FORM

Please fill in the form diligently and ensure that it is attached at the back of your Internship Report before submission.

1. General Information

Student's Name:	
Student ID No.:	
Intake:	
Student National ID / Passport No	
Department	
Period of Placement	
Infomax Supervisor	

2. Feedback on Company

Company Name	
Company Address:	
Company Supervisor : Contact/E-mail:	
Department student was attached to:	

Describe briefly nature of work performed:	
Was nature of work assigned challenging?	Yes
If not, please elaborate:	
Comment briefly on level of supervision provided:	
Would you recommend that we continue to assign students to this	No
Suggest ways in which you think the Internship Program offered by the company could be improved:	
Overall, how do you rate the company in providing you with this training?	Good
Allowance Paid	NRs. 0

3. General Feedback (Optional)

Suggest ways in which you think the Internship Program, as a whole can be improved:

Date:

Student's Signature:



APPENDIX 3



INDUSTRIAL PLACEMENT REPORT ASSESSMENT FORM

(To be completed by University Supervisor. Release form for report must be provided)

1. Student Name: _____
2. Programme /Course: _____
3. Student ID No: _____
4. Intake: _____
5. Company: _____
6. Period of placement: _____

(Report in the Industrial Placement Guidelines for Academic Supervisor)

CRITERIA	ALLOCATED PERCENTAGE	OBTAINED PERCENTAGE
1. FORMAT Acknowledgements Table of Contents List of Tables List of Figures Conclusions & Recommendations Appendices References/ Bibliography	10	

<p>2. SUMMARY REPORT</p> <p>Nature of the work you have performed</p> <p>On the value of your placement in developing and extending your professional skills and competencies</p>	10	
<p>3. BUSINESS REPORT</p> <p>Introduction to the business</p> <p>The Organization</p> <p>The Environment</p> <p>The Functions</p> <p>The Department/Section</p> <p>Communications/Information</p> <p>Technology</p> <p>Financial Structure (only if allowed by company)</p>	20	
<p>4. TECHNICAL REPORT</p> <p>Introduction to the nature of your work</p> <p>Brief – Inclusion of complex activities/problems</p> <p>Solutions – inclusion of fundamental principles and concepts</p> <p>Results</p>	60	
TOTAL	100	

Other Comments : _____

University Supervisor's Name :

University Supervisor's Signature :

Designation:

Date:



APPENDIX 4

INDUSTRIAL PLACEMENT ASSESSMENT FORM

SECTION TO BE COMPLETED BY COMPANY SUPERVISOR

Student's name.....

Award Title.....

Name of Employing Organization.....

Name of Industrial Supervisor.....

Start Date..... Finish Date.....

1. STUDENT'S PROFILE

Please rate the student's performance using the following:

A = Excellent, B = Good, C = Satisfactory, D = Poor, U = Untested

	Rating	Comments (Please Fill in Comments)
Attitude to Supervision		
Social integration		
Motivation		
Perseverance		
Technical knowledge		
Productivity		
Capacity for teamwork		
Problem solving ability		

	Rating	Comments (Please Fill in Comments)
Communication skills - written		
Communication skills - oral		
Others (please specify)		

(*Will be used only as a feedback and not for grading)

2. OVERALL GRADE

Unsatisfactory	Weak	Satisfactory	Good	Very Good	Exceptional
<input type="checkbox"/> 1					<input type="checkbox"/> 10
	2 3	4 5	6 7	8 9	

The mark awarded will be used only as a feedback and not for grading. Please tick ONE box.

3. COMMENTS

Signature..... Date.....



APPENDIX 5

INDUSTRIAL PLACEMENT ASSESSMENT FORM

SECTION TO BE COMPLETED BY THE UNIVERSITY SUPERVISOR

Student's name.....

Award Title.....

ASSESSMENT OF THE PLACEMENT PERIOD

The mark awarded will count towards 10% of total for the period. Please tick ONE box.

Unsatisfactory	Weak	Satisfactory	Good	Very Good	Exceptional
<input type="checkbox"/> 1					<input type="checkbox"/> 10
	2 3	4 5	6 7	8 9	

Signature..... Date.....



APPENDIX 6

INDUSTRIAL EXPERIENCE PART 2 (PA003-5-3)

INTERNSHIP ASSESSMENT FORM

SECTION TO BE COMPLETED BY THE UNIVERSITY SUPERVISOR

Student's name:	Student's ID:
Intake Code:	Tutor Name:
Award Title:	

COMPONENT 1: (This component contributes to 20% of the module assessment)

A portfolio of work, including a log of the details of all relevant activity during the university arranged internship or a period equivalent to an internship of not less than 12 weeks, demonstrating the skills that have been developed and the contexts in which this took place.

Please tick ONE box and provide comments to justify mark.

Unsatisfactory	Weak	Satisfactory	Good	Very Good	Exceptional
Enter a mark between 0 and 4	Enter a mark between 5 and 7	Enter a mark between 8 and 10	Enter a mark between 11 and 13	Enter a mark between 14 and 16	Enter a mark between 17 and 20
Comment :					
Signature			Date		

COMPONENT 2: (This component contributes to 40% of the module assessment)

A reflective essay considering how effectively employability skills have been developed and the lessons learnt in relation to the value and usefulness of these skills to degree study and subsequent employment, and modes of continuing professional development.

Please tick ONE box and provide comments to justify mark.

Unsatisfactory	Weak	Satisfactory	Good	Very Good	Exceptional
Enter a mark between 0 and 7	Enter a mark between 8 and 14	Enter a mark between 15 and 20	Enter a mark between 21 and 26	Enter a mark between 27 and 33	Enter a mark between 34 and 40
Comment :					
Signature			Date		

COMPONENT 3: (This component contributes to 30% of the module assessment)

An updated plan of action for seeking employment and continuing professional development, including supporting documentation such as CV and letter of application.

Please tick ONE box and provide comments to justify mark.

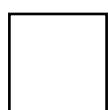
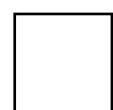
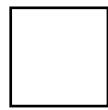
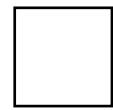
Unsatisfactory	Weak	Satisfactory	Good	Very Good	Exceptional
Enter a mark between 0 and 5	Enter a mark between 6 and 10	Enter a mark between 11 and 15	Enter a mark between 16 and 20	Enter a mark between 21 and 25	Enter a mark between 26 and 30
Comment :					
Signature			Date		

COMPONENT 4: (This component contributes to 10% of the module assessment)

A plan for securing good quality internships for future students.

Please tick ONE box and provide comments to justify mark

Unsatisfactory	Weak	Satisfactory	Good	Very Good	Exceptional
Enter a mark between 0 and 2	Enter a mark between 3 and 4	Enter a mark of 5	Enter a mark of 6	Enter a mark between 7 and 8	Enter a mark between 9 and 10
Comment :					
Signature			Date		

**Logbook****Report****Cover Letter and CV****Company Supervisor**

ASIA PACIFIC UNIVERSITY OF TECHNOLOGY & INNOVATION

SCHOOL OF COMPUTING



ICT INTERNSHIP LOGBOOK

Student Name: Sandesh Subedi

Student ID Number: NPI000040

Intake: NPI3F2204IT

Company Name: Rangin Technology

Company Address: Pokhara - 08, Bagale Tole

University Supervisor: Raghu Nath Gyawali

Internship Commencement Date : 27th March, 2022

Internship End Date : 24th June, 2022