Mid Term Presentation

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Associate Software Developer Intern

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Agenda

- Introduction
- Project Details
- Tasks Done
- Software and Applications used
- Challenges Faced
- Takeaways and Learnings

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About me and my Team

Me

- Part of the Cruise RMS team.
- Finished an Angular Training at work.
- I intend to also work in making the UI as soon as we finish training.

My Team

- My team consists of Arun Pratap Singh, Harekishan Shivnani, Sunanda DuttaSen, Rajendra Mulgali and Omkar Chogale
- My Mentor and manager is Mr. Harekishan Shivnani.

Cruise RMS

- We are developing a new Product for IDeaS
- It involves Forecasting revenue for Cruise Companies.

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Cruise RMS

Backend

- File Processing
- Java Spring

Database

- Postgres Docker Containers
- Relational

Frontend

- Angular
- Design process ongoing in Figma

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Tasks Completed Till Date – Month 1

Demo Project

Started with making a demo project to get a hands-on about our tech stack

Processing Files

Process Input files given by client.

Designing Schema

Working with my team to design the schema, and learning in depth about it in the process.

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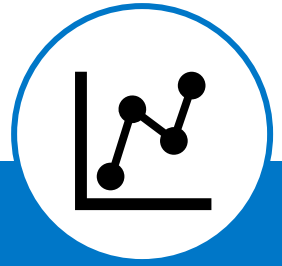
Month 2

Process 2 new Files

Out of Order and Historical Pricing files need to be processed



Analyze Files

Perform basic analysis on the file, and try to find any potential errors or edge cases it may have

Angular Training

Attend and learn Angular for building frontend.

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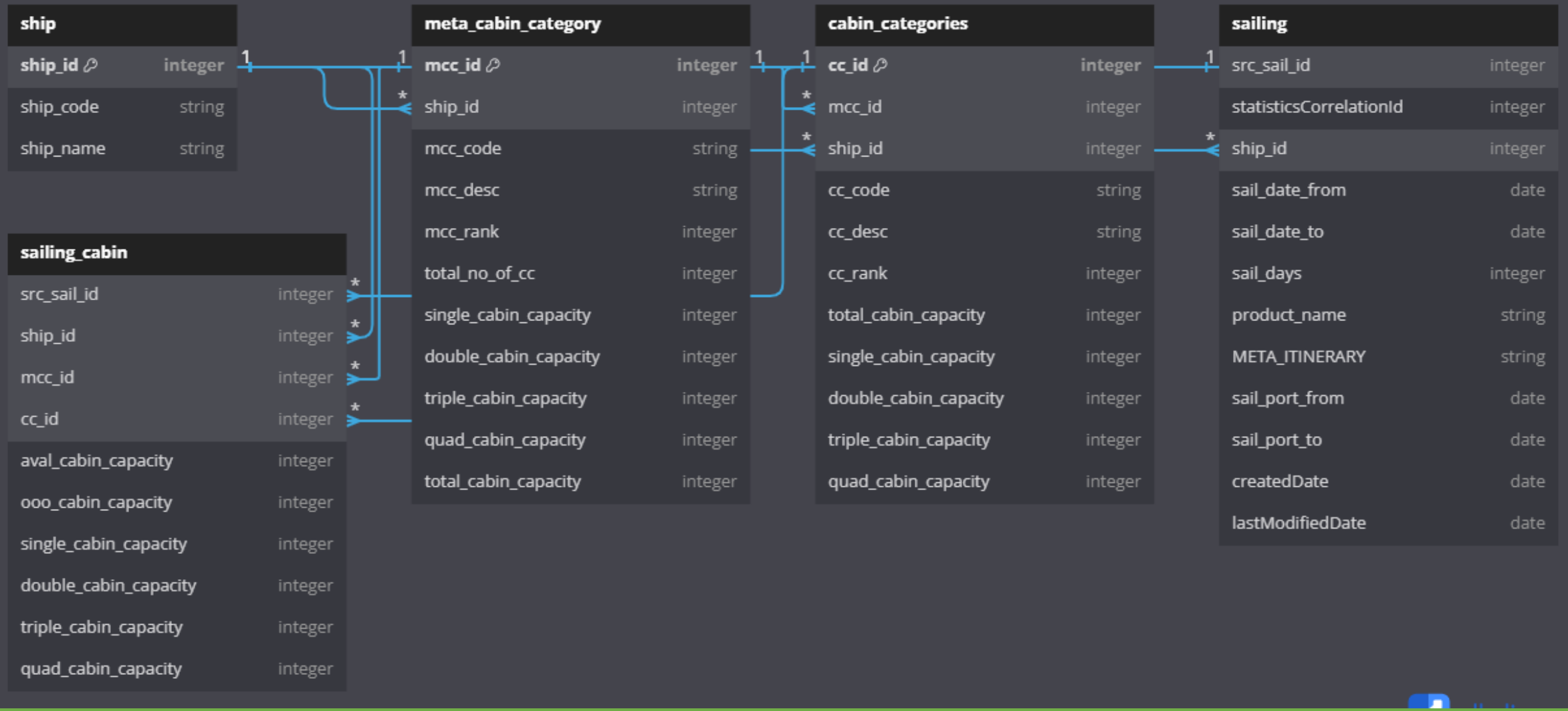

Currently Designed Schema for 2 Files

Work in progress (2 weeks)

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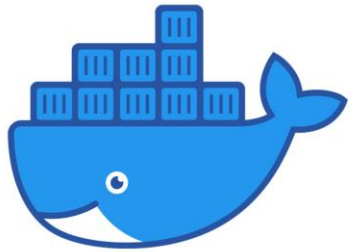

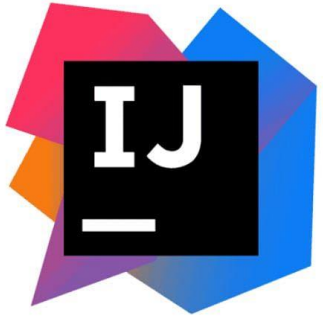

Software and Applications Used

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Challenges Faced

- ✓ Database Errors and Normalization
- ✓ Test cases Failing
- ✓ Non Familiarity with Spring

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Challenges Faced

- ✓ Keeping up with Code Quality
- ✓ Build failures in github pipeline

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Technical Learnings

1. Better code style and technique.
2. Farsightedness with regards to code, what it will go through, and how to make it robust.
3. It takes time to design, and its often worth spending that time in the beginning than to regret spending it later, and spend time fixing it instead.
4. Writing good code that doesn’t work is harder than writing bad code that works, and it is this that makes personal projects easier in comparison to enterprise applications, despite achieving the same result at small scale.

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Technical Learnings

1. All of your code logic for any function must reside within the height of your monitor, and you mustn't have to scroll. If you do, write functions.
2. Try to reduce any duplication of code.
3. Try to induce the feeling of being a developer in your team, rather than a temporary helper.
4. It is better to do one thing with accountability than 4 things that you aren't sure about. Reliability > versatility.
5. Do not love your code.
6. Do not say something doesn't work, without *completely* making sure it doesn't.
7. Outline your test cases before you write them, name the functions first.
8. Merge with main every now and then if your PRs last long.

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Personal Learnings

1. It is often better to focus on learning something well in the beginning rather than to focus on finishing something hastily.
2. It is in fact true that we don’t even know how much is unknown to us, and available to learn.
3. It is better to listen and observe, than to intervene and speak, unless prompted to.

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Personal Learnings

1. Being a good listener goes a longer way than we give it credit.
2. Before you ask request someone anything professionally, make sure they haven't already done it.
3. When asked *anything,* be honest about it. Even if the answer sounds disappointing.

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Action Plan

For the remaining 3 Months of the Internship

- Process More files – Rest of September
- Start working on writing APIs for connecting backend and frontend – October and November
- Smooth out file processing on the backend – November
- Start writing Angular Code and finish making around 3 to 4 pages in the UI – November & December

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