

## FOUR WEEKLY EXPECTED OUTCOMES FOLLOW-UP REPORT

#	PO Ref	LO Ref		Structured Training Program Items	Activity Carried Out Under <small>(You may generate a list of activities carried out and the list number can be mentioned here. A single activity can be considered for more than one learning outcome achievement)</small>
		No.	Scale (H,L,M or N/A)		
1	P01	LO2	H	Developing a graphical user interface to train an image classification model.	* Designed the layout of the application in such a way that it can be easily used by an inexperienced user. * Implemented associated algorithms using from scratch.
		LO3	L	Discussion on hiding technical complexity of an engineering solution, from the user.	* Added interactive <del>for</del> guidelines to the software for "novice" users. * Integrated button enabling/disabling effect to the buttons of application to avoid any misuse of the app.
		LO4	L	Demonstration of the application to the supervisor, <del>for</del> getting <del>some</del> feedback.	* Demonstrated the functionality of the application to the supervisor to receive further instruction on improving the user experience.
2	P02	LO1	L	Carrying out a literature survey <del>on</del> on efficient image classification methods.	* Conducted a literature survey to find out efficient methods to classify images in an industrial setting. * Compared the technical feasibility of the found methods.
		LO4	L	Presentation of various image classification methods that are suitable for an industrial setting.	* Presented the <del>found</del> pros and cons of the found image classification methods to the supervisor to get some feedback. * Decided what method to implement.
3	P03	LO4	L	Developing a graphical user interface to train an image classification model.	* Developed a windows Graphical User Interface for training an image classification model. It <del>can</del> is capable of generating required data to run the object detection framework.
4	P05	LO2	H	Developing a graphical user interface to train an image classification model.	* Used a Machine learning technique named as Support Vector Machines (SVM) to classify images. It uses what is known as SIFT (Scale Invariant Features) as input and output.
5	P06	LO3	H	Developing a graphical user interface to train an image classification model.	* Designed and implemented a windows GUI for training an image classification model, in such a way that a beginner can adopt the software easily, as the technical complexity is <del>high</del> .
		LO4	M	Composing a user manual for the developed GUI.	* Composed a beginner friendly user <del>manual</del> hidden well-manuals, in such a way that the user of the application does not need any field specific knowledge to use it.
		LO5	H	Evaluation of various image classification methods in terms of their <del>the</del> technical/feasibility financial.	* Investigated about low cost and image classification methods that are robust in an industrial setting. (Because the machine learning model can be trained easily <del>with</del> with a minimum effort and should have reasonable accuracy.)

6	P07	LO5	L	N/A	
					N/A
7	P08	LO3	M	Composition of the user manual for the <del>N/A</del> developed windows software.	* learnt the importance of properly documenting the work carried out, <del>when</del> when handing over / preserving a project. <del>for</del> for further development.
		LO4	L	Demonstration of the performance of the developed windows graphical user interface (GUI)	* Demonstrated the performance of the developed software to the supervisor for his feedback, and made requested changes in the layout design and algorithm to meet standards.
8	P09	LO4	H	N/A	N/A
9	P10	LO1	L	Composition of the user manual for the developed image classification model trainer app.	* Composed a beginner friendly user manual describing how to use the software for training an image classification model and export necessary data.
		LO4	M	Demonstration of the working of the developed windows application.	* Demonstrated how to operate the developed to train an unbiased classification model. * Identified possible improvements that can be <del>done</del> done to add more value to the software.
		LO5	H	Presentation of the results of the technical / financial feasibility study of image classification methods.	* Presented the results of the feasibility study to choose the most suitable image classification method for the given industrial settings.
10	P11	LO1	L	Technical / Financial feasibility on various <del>commercial applications</del> image classification algorithms.	* carried out a feasibility study on various image classification methods to find out the ideal solution for my allocated task, of building an object detection framework.
		LO4	M	Composition of the user manual of the mentioned windows GUI.	* Composed a beginner friendly user manual for the software so that anyone without much knowledge, can easily adopt the software / or can make changes to it in future.
		LO5	L	Evaluation of various image classification methods, in terms of their technical / financial feasibility.	* Image / object classification is just a single part of my allocated task. Therefore technical and financial feasibility of several classification methods were considered, prior to deciding what to implement.

11	P12	LO1	M	Development of a graphical User Interface for training an image classification model.	a machine learning concept called support vector machines (SVMs), which are very powerful in classification tasks.
		LO3	M	Discussion on the importance of proper documentation of a project/work.	* Learnt about SIFT (scale invariant feature transform) features in computer vision.
		LO4	H	Demonstration of the working of the developed windows software.	* Learnt the importance of properly documenting computer vision work carried out when handing over / preserving a project for further development.
		LO5	H	Evaluation of various image classification methods in terms of their technical / financial feasibility.	* Learnt various industry standards / professional ethics that should be respected when developing industry level softwares. * Learnt the importance of giving attention to the allocated budget / when making design decisions related to various parts of the project. (and available resources)

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