ISTANBUL TECHNICAL UNIVERSITYFaculty of Computer Science and Informatics

SOFTWARE INTERNSHIP FRONT-END DEVELOPMENT

INTERNSHIP PROGRAM REPORT

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Faculty of Computer Science and Informatics

INTERNSHIP REPORT

Academik Year:	2020/2021				
Internship Term:	⊠ Summer □ Spring □ Fall				
Student Information					
Name Surname: Student ID: Department: Program: E-Mail: Mobile Phone: Pursuing a Double Major?	ÖMER MALİK KALEMBAŞI 150180112 Computer Engineering 100% English kalembasi18.edu.tr +90 (507) 008 4458 ☐ Yes (Faculty/Department of DM:) ⊠ No				
In the Graduation Term? Taking a class at Summer	□ Yes ⊠ No				
School?	☐ Yes (Number of Courses:) ⊠ No				

Institution Information

Company Name: OTTOO YAZILIM A.Ş.

Department: SOFTWARE DEPARTMENT

Web Address: http://ottoo.com/

PostalAddress: Maslak Mah. Büyükdere Cad. Meydan Sok. No:1 Beybi Giz Plaza Kat:15

Maslak /İstanbul

Authorized Person Information

Department: DEPARTMENT OF AUTHORIZED PERSON

Title: TITLE OF AUTHORIZED PERSON

Name Surname: NAME AND SURNAME OF AUTHORIZED PERSON

Corporate E-Mail: CORPORATE E-MAIL ADDRESS OF AUTHORIZED PERSON CORPORATE PHONE NUMBER OF AUTHORIZED PERSON

Internship Work Information

Internship 1	Location:	⊠ Turkey
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☐ Abroad

Internship Start Date: IN 05.07.2021 Internship End Date: IN 07.08.2021

Number of Days Worked: 20

During your internship, did you have

☐ Yes, I was insured by İTÜ.

insurance? \qed Yes, I was insured by institution.

 \square No, I did my internship abroad.

 \square No.

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1 INFORMATION ABOUT THE INSTITUTION

"OTTOO YAZILIM A.Ş." is a software development company based in Istanbul/Turkey. Company develops e-commerce web-sites for its clients using nopCommerce [1] open source. As a team, they use Jira, Atlassian [2] and Microsoft Teams platforms. They use scrum from agile project management methodology when doing business. Eczastok [3] and Instastok [4] are two examples of the projects they have created so far. Eczastok has been implemented as a web platform where pharmacists will be able to supply products safely and quickly. Instastok is an e-commerce site that is currently released as a demo. During the internship period, I took part in the front-end team of the company's ottoo.com website project.

2 INTRODUCTION

The purpose of the internship was to front-end code the ottoo.com website as interns, learn and apply the scrum methodology [5]. In this process, we made applications on HTML/CSS, Bootstrap [6], Javascript.

We used the Atlassian-Jira platform for scrum, we managed and worked on the project on Visual Studio, and as an intern team we attended daily meetings in the morning and evening every day. Thus, we carried out a project in constant contact and open to cooperation. What was requested from us was to introduce the ottoo.com website to other employees of the company as if they were clients, within a certain period of time.

3 DESCRIPTION AND ANALYSIS OF THE INTERNSHIP PROJECT

3.1 Project Management

Seven of my intern friends, including me, did internships at the company this summer. We used the scrum methodology while doing business and our scrum master was Murat Aras. We divided the work into different sprints and passed the sprints as we progressed. We tracked the sprints on the Atlassian-Jira network.

At the beginning, project director Murat Aras told us how to carry out the project and showed us the ottoo.com website on the infrastructure of Figma [7], which was previously prepared by the FUHA company. He wanted us to convert the site into HTML/CSS codes as it was prepared here. In each of our progress, we pushed the task that was opened in the sprint and assigned to our name with the git extension, and we received feedback for missing or incorrect places. When we completed the assigned task, we moved on to the next sprint and new task assignment. In addition, we held daily 15-minute meetings with the interns and scrum master in the morning and evening every weekday, and we followed each other as a team throughout the process.

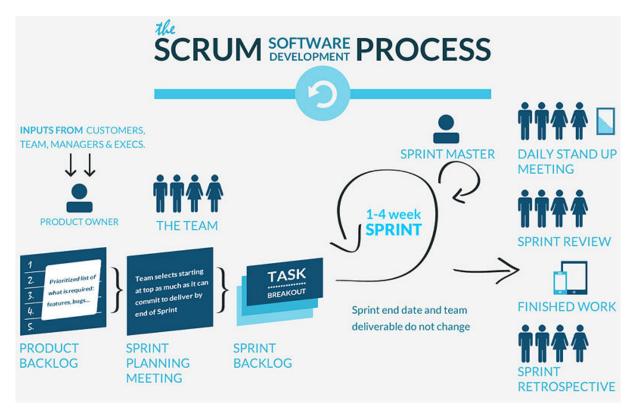


Figure 1: A Method in Agile Software Development: Scrum [5]

3.2 Implementing Front-end

My first sprint was adding images to the project. I filed PNG, JPG and SVG images in Figma and pushed them with git extension.

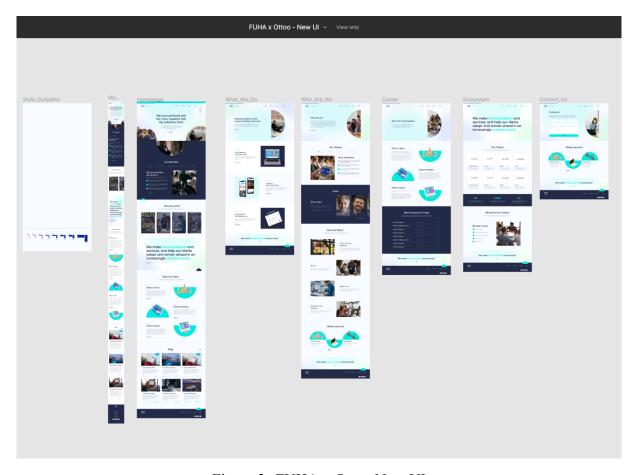


Figure 2: FUHA x Ottoo New UI

Secondly, the task assigned to me was to write a responsive footer for the ottoo.com website. I wrote the footer code using Bootstrap and HTML/CSS. I used nested <div> and "bootstrap class" constructs, I usually wrote the CSS parts in-line. I used bootstrap classes such as "d-flex, flex-column, justify-contend, pb, mt..." and "@media only screen(max-width: ..px)" options to make the section responsive.

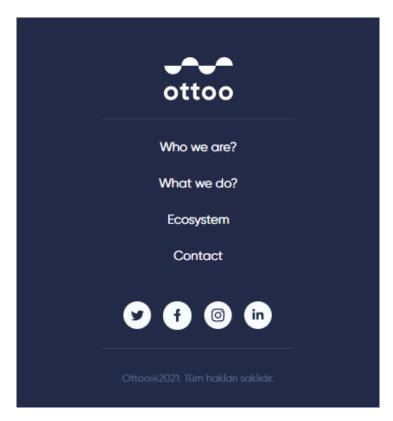


Figure 3: ottoo.com Footer implementation (Responsive vision)

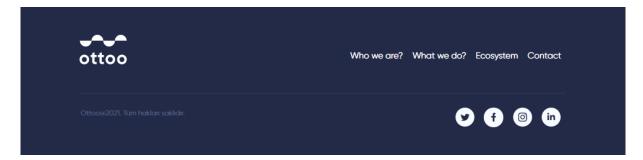


Figure 4: ottoo.com Footer implementation

In my next sprints, I wrote two more sections of HTML code for the "Ecosystem" and "Career" pages on the ottoo.com website.

In the section I wrote for the ecosystem page, I used <div>, structures and bootstrap classes. To make the section responsive, I used media queries as I showed in the footer example.

We make future products and services, and help our clients adapt and remain ahead in an increasingly complex world.

Figure 5: ottoo.com Ecosystem page related section

In the section I wrote for the career page, I implemented the table example. Here I used containers from bootstrap classes besides <div> and structures. Instead of the structure to make the table, I preferred to use "row, column" classes to get better responsive results.

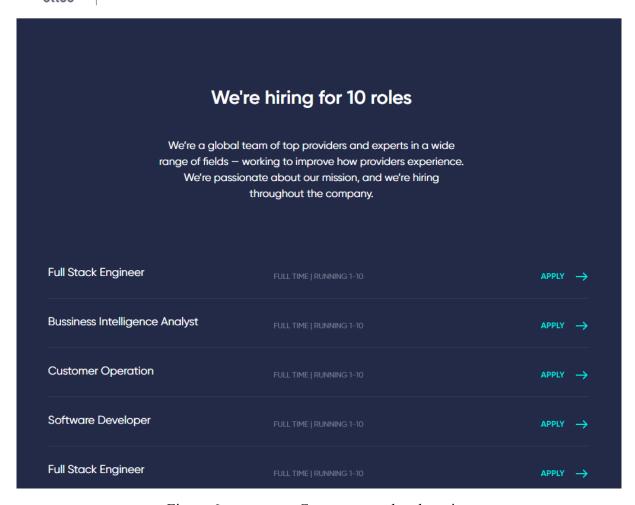


Figure 6: ottoo.com Career page related section

As you can see in Figure 7, I used the row structure for rows one under the other and I used the col structure to divide the rows vertically. I added the "line-career-section-2" class that I wrote in the CSS part to the end of each line. I wrote the section by changing only the specific places and repeating the code I showed in the image.

Figure 7: ottoo.com Career page related section row-column HTML code

All the trainees had completed their assigned tasks, and all that was left was to get the website up and running. We ran into serious conflict problems here. Because there were 3-4 sections on a page and this means that at least 4 people work independently on each page. For this, we eliminated the conflicts in order and pushed the final state with git extension at every

step. Thus, we have eliminated the conflicts.

The Ottoo.com website has been finalized as front-end, but has not yet been published.

4 CONCLUSIONS

My internship at "OTTOO YAZILIM A.Ş." was instructive and experiential as it was my first internship. It was a shortcoming for me that my internship was online due to the pandemic conditions. But despite the online internship, human resources, engineers and CEO Murat Aras were in close contact with us. During the internship, there were meetings in the form of conferences. Full Stack Engineers Tolunay Emre Çavdar, who was our scrum-master in the ottoo.com project, helped me a lot during my internship. Separately, we held one-on-one meetings with CEO Murat Aras at regular intervals. I had the opportunity to constantly talk about my goals, how my internship was progressing, and my expectations.

I strengthened my HTML/CSS knowledge during the internship process. I had not used Bootstramp before, I learned how to use it and became familiar with it. I have not been in scrum before and I have experienced how useful it is when applied correctly. I didn't use media queries until my internship, I got to know and used it here. I also had the chance to run a batch project through visual studio.

OTTOO YAZILIM A.Ş. a company that is still at the beginning of the road. The number of employees cannot be compared with large companies, a team of ten to fifteen people. However, its engineers are experts in their work, and they also helped the interns in every way. For example, when I had a problem with git extension or visual studio, they helped me to solve it instantly. Despite the online internship, I did not feel a lack of continuous bilateral contacts.

In addition to my positive thoughts, I can count our late start to the project during the internship process and the question marks about how it went in the beginning as the negative aspects of my internship. The onboarding process that we entered when we started our internship took a long time and I did not learn much about computer engineering during this process. In the following process, we were asked to learn nopCommerce, MySQL and have knowledge in several similar branches, but this time there was nothing that I could gain competence in a very wide area in a short time. I would prefer to be a little more specific and focus on the technologies we will use in the project. I preferred to spend this process by learning Bootstrap and Javascript.

5 REFERENCES

- [1] https://www.nopcommerce.com/
- [2] About Atlassian-Jira platform: https://www.atlassian.com/
- [3] https://www.eczastok.com/
- [4] https://demo.instastok.com/en/
- [5] What is scrum? https://www.scrum.org/resources/what-is-scrum
- [6] https://getbootstrap.com/

[7] Figma link that we referenced: https://www.figma.com/file/zqXe6NRNwMIvIoOkJyOnj6/FUHA-x-Ottoo---New-UI?node-id=0%3A1

6 APPENDIX

Figure 8: ottoo.com Footer HTML Code

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Figure 9: ottoo.com Footer CSS example part for Media Queries

Figure 10: ottoo.com Ecosystem Page Section-1 Code

Figure 11: ottoo.com Ecosystem Page Section-1 CSS Code

Figure 12: ottoo.com Ecosystem Page Section-1 CSS Code with Media Queries

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Figure 13: ottoo.com Career Page Section-2 Code (Continuous)

Figure 14: ottoo.com Career Page Section-2 Code (Continuous)

Figure 15: ottoo.com Career Page Section-2 Code (Continuous)

Figure 16: ottoo.com Career Page Section-2 Code (Continuous)

Figure 17: ottoo.com Career Page Section-2 Code (Finished)

Figure 18: ottoo.com Career Page Section-2 CSS Code (Continuous)

Figure 19: ottoo.com Career Page Section-2 CSS Code (Finished)

Figure 20: ottoo.com Career Page Section-2 CSS Code with Media Queries examples