REFLECTIVE JOURNAL

Subject Code: IT3050 Semester: 1 Year: 3

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1 INTRODUCTION

1.1 Journal Overview

The Journal includes an overview of all the lectures taught in the ESD module, all the learning results obtained from this module and all the areas of an application contained in each of these lectures.

1.2 Glossary

Following are the abbreviations and definitions used in this document.

Abbreviation	Description
ESD	Employability Skills Development
AR	Augmented Reality
VR	Virtual reality
REST	Representational State Transfer
API	Application Programming Interface
OS	Operating System
NFV	Network Function Virtualization
PCRF	Policy and Charging Rules Function
VNF	Virtual network Function
NFVI	Network Function Virtualization Interfaces
MANO	Management and Network Orchestration
NFVO	Network Function Virtualization management

2   CHOOSING A CAREER

2.1 Summary

It's the hardest choice you'll ever make to choose a career. The best advice is to be prepared. There are rules you must follow. When selecting your career options, It will help you to refine your career through knowing what you value most. You will be inspired by setting and aligning values, career choice and career goals. Take risks that will plan and advance your future career. Having merely a degree does not guarantee your job, but it does guarantee commitment. Follow your passion, get advice from people in your job and try something new. They are,

1. Personality.
2. Interests.
3. Aptitudes.
4. Skills.
5. Aptitudes.
6. People skills.
7. Experience.
8. Family Traditions.
9. Life goals and work values.

We need to examine and be artistic, social, and entrepreneurial, follow the usual methods and be practical in the exploration of your interests. You can contact the career centre, faculties, high school pupils, student organizations, and the placement services if you are searching for help. You will be able to improve your knowledge by exploring the Occupational Outlook Handbook, research several career activities and not just one. You can get career experience through following methods,

1. On-the-job training.
2. Apprenticeship.
3. On-campus employment.
4. Research.
5. Volunteer or service learning.
6. Study abroad.
7. Internship.
8. Student projects/competitions.

2.2 Learning Outcome

Become meaningful for your career. You will be able to refine your career by knowing what you value most. Research will help you choose your career with care and consideration.

2.3 Application of the area covered

When you choose to start your career, change your career or your job.

3   SAY HELLO TO AUGMENTED REALITY

3.1   Summary

This lecture emphasizes mainly three revolutionary technologies. They are,

- VR - An experience taking place in simulated and immersive environments that may be similar or completely different from the real world..
- AR – A technology that surpasses the user's view of the reality of a computer generated image to provide a composite view.
- MR

During this conference, we learned how to use different AR / VR software. Some are, Unity3D or Vuforia. Virtual reality is an experience which you will experience by using a stimulated and immersive environment similar to or entirely distinct from reality. A headset for virtual reality is a header that provides the wearer with virtual reality. Enhanced reality is an interactive experience to enhance the environment in the real world. The hybrid verse is the mixed reality

3.2   Learning Outcome

Concepts, applications in AR/VR and how t0 build them.

3.3   Application of the area covered

Filter apps
ODP

3.4   Summary

Open data protocol is an application programming interface protocol which permits the creation and use by standard and easy-to-use query able and interoperable REST API s,

1. Stateless
2. Layered System
3. Client server architecture.
4. Cache ability.

Apache Olango is the Java library of the Open Data Protocol.
Features of Open Data Protocol are,

- Data model.
- Protocol
- Client libraries.
- Service model

3.5 Learning Outcome

How does the Open Data Protocol look? Open data protocol characteristics, restrictions

3.6 Application of the area covered

Open Data Protocol can be used to consume, share and manipulate data you are querying from the program

4 BLOCKCHAIN

4.1 Summary

Blockchain is some kind of log file, records of Bitcoin or other transactions on multiple computers connected to a peer-to-peer network continuously. Blockchain may not offer any intermediary, no single point of failure, temper proof, any central authority, low transaction costs and Borderless transactions. Intelligent contract is a self-executing agreement written Into the terms of the agreement between the buyer and the seller. This code and the agreements are distributed across a decentralized blockchain network. Blockchain ensures the absence of a single failure point in turn ensures reliability through the use of distributed ledger information across different peer-to-peer networks.

4.2 Learning Outcome

Block chain's History. What's the Blockchain, what could be offered by the Blockchain. Block chain's intelligent contracts / Ethereum reliability.

4.3 Application of the area covered

Block chain technology is simply transactions secured and executed using cryptographic methods in the form of scripting languages. This can therefore be used when reliable transactions are required.

5 GOOGLE FLUTTER

5.1 Summary

Flutter is a high-performance, highly trusted mobile App SDK for building iOS and Android apps, using a single codebase.

What are some advantages of Flutter?
- Be highly productive
  - Develop for IOS and Android from a single code
  - Do more with less code even on one OS, modern expression and a statement-based approach
- Create beautiful, highly-customized user experiences
  - Take advantage of a range of material design and cupertino widgets built with Flutter's own framework. Realize custom, beautiful and brand-driven designs without OEM widget set limitations

5.2 Learning Outcome

Flutter introduction. Mobile development of applications. Widgets for flooding and layout Comparison of flutter reactivity. Why does Flutter matter and how does it differentiate from others. Various approaches to the development of mobile applications. Dart Introduction Deepening mobile app architecture development and the flutter approach.

5.3 Application of the area covered

As a development framework for mobile platforms, it was used for building native apps like Google Ads, Alibaba and others.

6 NETWORK FUNCTION VIRTUALIZATION

6.1 Summary

Network Function Virtualization instructions and a high level of knowledge of NFV architecture and applications.

6.2 Learning Outcome

What I learned first of all is application on BareMetal and moved to the virtualization platform according to this topic. The following are the migrations into the cloud platform, VNF Industry Offers, VIM Industry Offers and the migration into NVF. In addition, I learnt here that ESTI NFV Architecture does not just manage and use Virtualization's infrastructure solutions.

6.3 Application of the area covered

Using this newspaper, we understand the concept of the Virtualization of network functions as well as their advantages and disadvantages in the IT industry. Not only did I have an idea of what these technology specialists need on the future IT job market.

7 CONCLUSION

This module contains a lot of knowledge and experience. In addition to lectures, the main lessons that can be found in this module can be learned by the professional visitors and how they work and how technologies evolve and how to adapt.