

MY PROFILE AS A CODEHIVE TRAINEE IN SOFTWARE ENGINEERING

Being part of the codeHive program has been the nicest shot for me to bring to life the software engineer in me.

CLASS INTEGRATION IMPACT

Computer Science is a very integrative course especially when it comes to Software Engineering.



INTERESTING SOFTWARE ENGINEERING TOPICS

FRONTEND WEB DEVELOPMENT



Use of HTML in
creating sign up and
sign in pages !



Use of CSS in styling
the pages for visual
appeal.

- Learning how to create GitHub account and repositories
- Learning various Git commands
- Learning how to use Git to collaborate with others

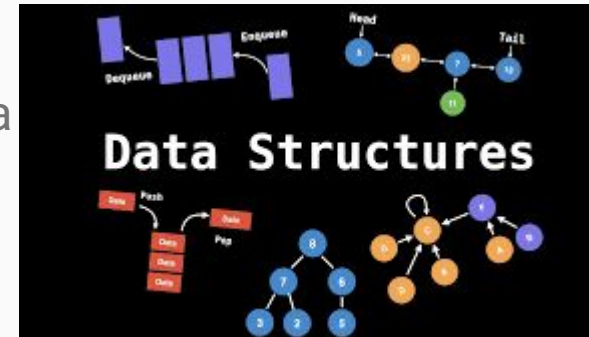
FRONTEND MOBILE DEVELOPMENT

1. Learning how to access Kotlin
2. Various Kotlin variables and their uses
3. Kotlin operators and their functionality
4. How to connect GitHub and Kotlin
5. How to code using Kotlin



DATA AND STRUCTURE

- Binary digits used by a computer
- Integration between CPU, Keyboard and other computer hardware
- Introduction to RAM
- Introduction to ROM
- How a computer uses \log_2 command to access data



QUALITY ANALYSIS

Types of testing in Software

SDLC models and their advantages and disadvantages

Test case

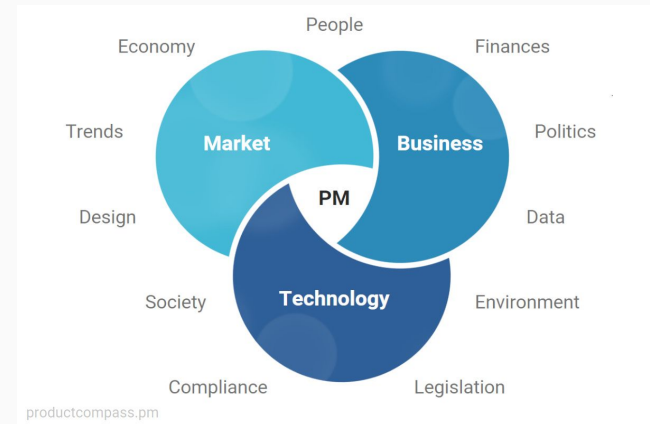
Test plan

Test strategy



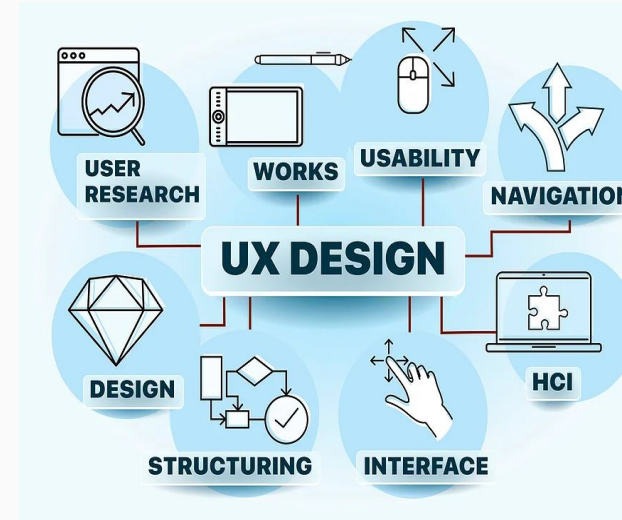
PRODUCT MANAGEMENT

- Who is a product manager and their roles.
- Strategies used in product management.
- Case studies and outcomes.
- Problem solving techniques.
- Risk assessment and solutions.



UX DESIGN

- What is UX design?
- Elements of Ux design.
- Principles of UX design.
- User centered design.
- Factors affecting User preference in design.



UI/UX RESEARCH

- Methods used in conducting.
- Different types of user research.
- Advantages and the disadvantages of each.
- Case studies.
- Factors to consider in conducting it.



IN SUMMARY

I am grateful for the opportunity to see my dreams become a reality each day.



Thank you