



COLLEGE OF COMPUTER AND INFORMATION SCIENCE

Academic Year 2024-2025

I.T PRACTICUM

Reiner Gabrielle Requina VALDEZ

Submitted to the faculty of Malayan Colleges Laguna
In Partial Fulfillment of the Requirements for the Degree of

Bachelor of Science in Information Technology

OVERVIEW OF THE PRACTICUM ENGAGEMENT

COMPANY BACKGROUND



Figure 1. iNeed Solutions Inc. Logo

iNeed Solution Inc., operating as iNeed Parking founded by Jonarc Cardines on year 2023. It was born from the universal frustration of circling city blocks in search of available parking spaces after experiencing firsthand the stress of navigating unfamiliar streets and settling for distant parking spots. The company is dedicated to transforming the urban parking experience through innovative technology. By connecting drivers with available parking spaces seamlessly, iNeed Parking aims to eliminate the time-consuming search for parking and reduce the stress associated with finding convenient spots in busy city areas. The company's goal is to make city parking convenient and accessible for everyone, turning the simple phrase "iNeed Parking" into an effortless solution that guides drivers directly to their ideal parking spot.

COMPANY MISSION & VISION

- MISSION

Connect the parkers to thousands of available and accessible parking spaces anytime and anywhere - all online.

- VISION

Transforming all non-performing land space becomes valuable, useful, and efficiently managed for the customers, owners, cities, and on a national scale.

NATURE OF ASSIGNMENT OR TASK GIVEN

During my practicum, I was assigned a variety of tasks that utilized diverse tools and techniques. Each participant completed 2 to 3 individual tasks, resulting in a total of 24 tasks across all participants. These tasks involved using tools such as Visual Studio Community and Android Studio, along with technologies like MVC, SignalR, Flutter, and MongoDB. Currently, I am contributing to the development of a mobile parking application that connects parkers with parking space owners.

ROLE

Junior Software Engineer

TOTAL HOURS RENDERED

Total Practicum Hours: 486 hours

Hours Rendered: 476 hours (now)

PRESENTATION OF OUTPUT

SIMPLE TASKS

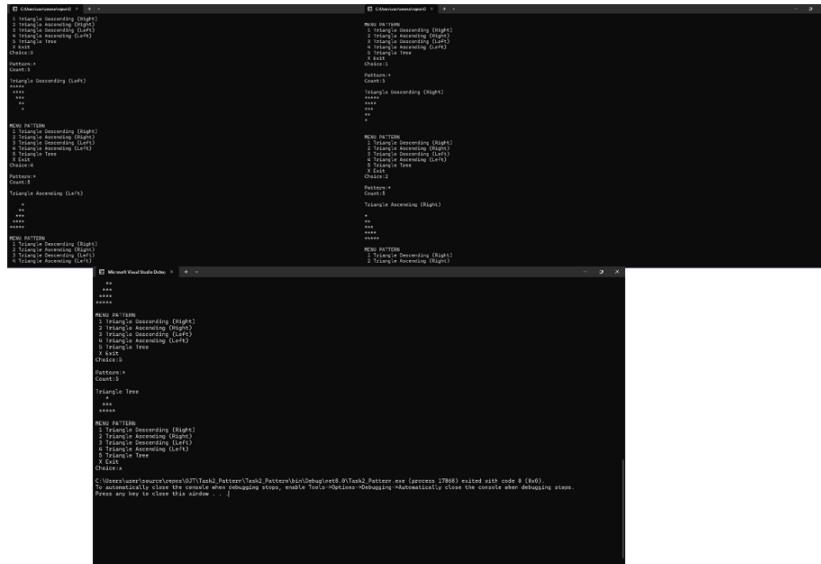


Figure 2. Console App: Pattern Task

We were tasked to create various patterns on the c# console app using the Visual Studio Community. Triangle Descending, Ascending left, right, center, with additional features of asking the user for character input to make the character pattern, and the count of the pattern (See Figure 2). Following, we used this task again to create a interface class helping use to create a better orginaztion and structure of the base code.

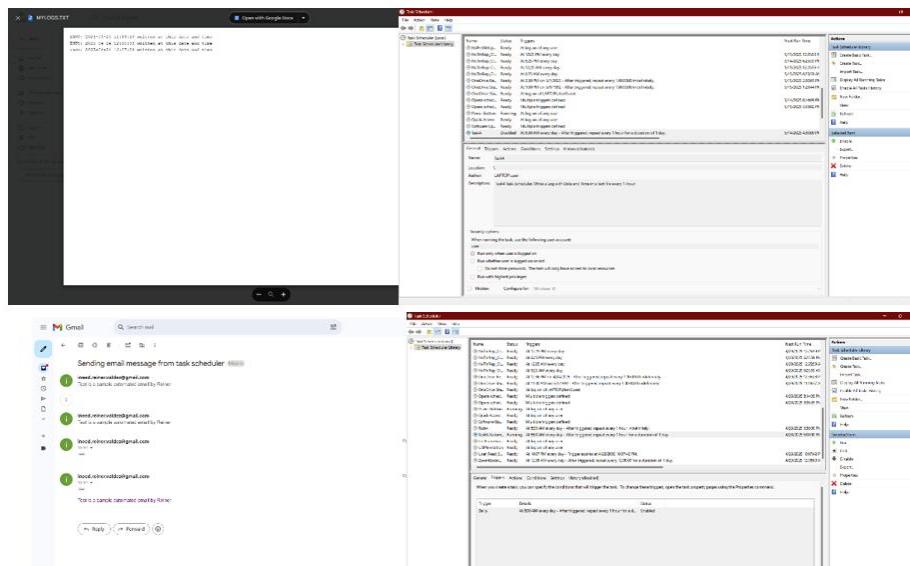


Figure 3. Automatic Task Using Task Scheduler

As shown in Figure 3, we used Task Scheduler, and we were tasked to create an automatic logging per hour starting from a time. The output was put in the .txt file that has a format of '[date] [time]' written at the date and time', and we were tasked to create an automated task scheduler that will send a message through email per hour using our Practicum email and our email. Both automations were created through Visual Studio Community.

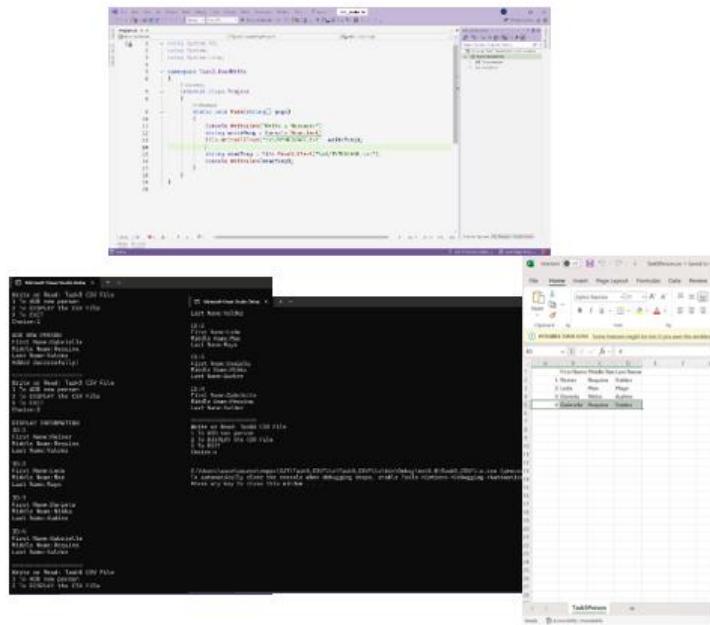


Figure 4. Text and CSV file

We were tasked with creation of .txt and CSV file by entering an input in console app (See Figure 4) . For text file, input your message to store or create a message.txt while in CSV entering first name, middle name and last name in CSV besides this I added a display in the menu showing the data or information in the console. The tools that were used are Visual studio community using the console app and excel for storage.

DATABASE MANAGEMENT USING MONGODB

The figure consists of four screenshots of a terminal window titled "MongoDB Test Application".

- Screenshot 1:** Shows the main menu with options: 1 Add Person, 2 Update Person, 3 Delete Person, 4 Display People, 5 Exit, and 6 Choice. It also displays a search bar: "SEARCH('Y' to Cancel); person".
- Screenshot 2:** Shows the "Add Person" screen with fields: First Name:jeanie, Middle Name:Ruby, Last Name:Red. A confirmation message says "updated successfully: The _id 5".
- Screenshot 3:** Shows the "Update Person" screen with fields: First Name:jeanie, Middle Name:Ruby, Last Name:Red. A confirmation message says "updated successfully: The _id 5".
- Screenshot 4:** Shows the "Delete Person" screen with fields: First Name:jeanie, Middle Name:Ruby, Last Name:Red. A confirmation message says "Deleted Successfully!".

Figure 5. CRUD with MongoDB

Figure 5 presents the Creating a CRUD application for the data using the MongoDB and displaying it on console app. Menu like options were used for easy navigation. These is the introduction for the MongoDB recreating the storing of data in CSV but this time in MongoDB.

CREATION AND TESTING OF APIs

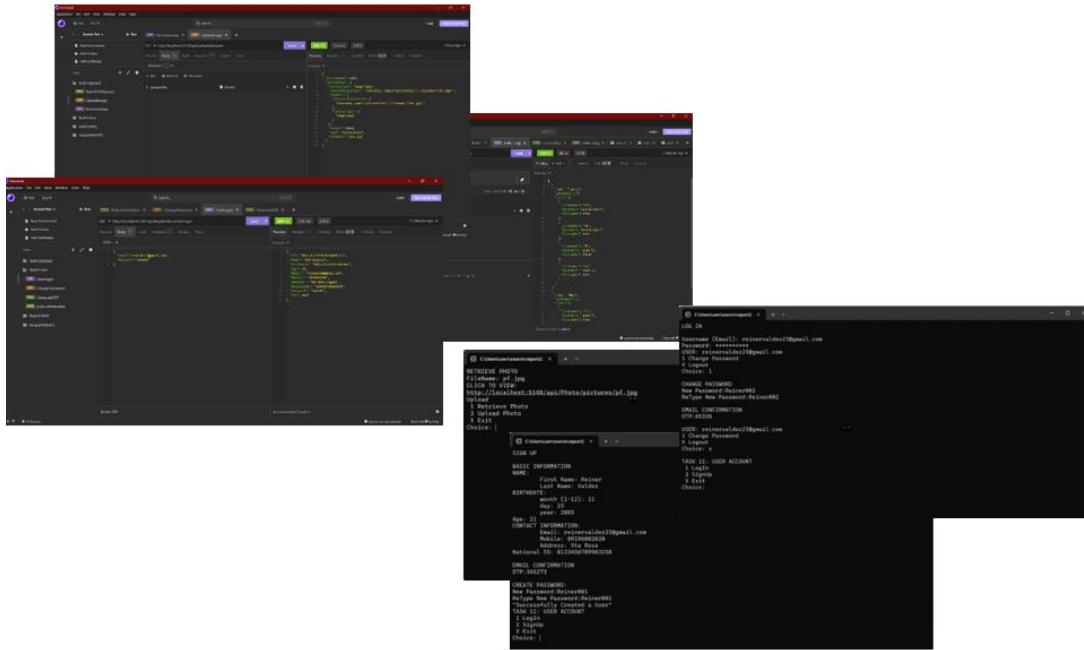


Figure 6. Testing of APIs using Insomnia and Console App

Figure 6 illustrates the use of Insomnia and console for testing APIs on the MVC. We were familiarized with the framework, MVC, creating simple to complex APIs endpoints. The APIs were called and tested on Insomnia to ensure we were able to connect and run the endpoints properly.

One of the sample tests is the Uploading of a CSV file and a picture. The pictures were uploaded locally and not to the database.

Combining the User Registration, a previous task, and Uploading of file code, the APIs were called in the console app and task to use a RESTful API. Combining both task, I used a simple navigation to guide on different Task.

REAL-TIME CHATHUB USING SIGNAL R (CONSOLE, WEB, MOBILE, WINFORMS)

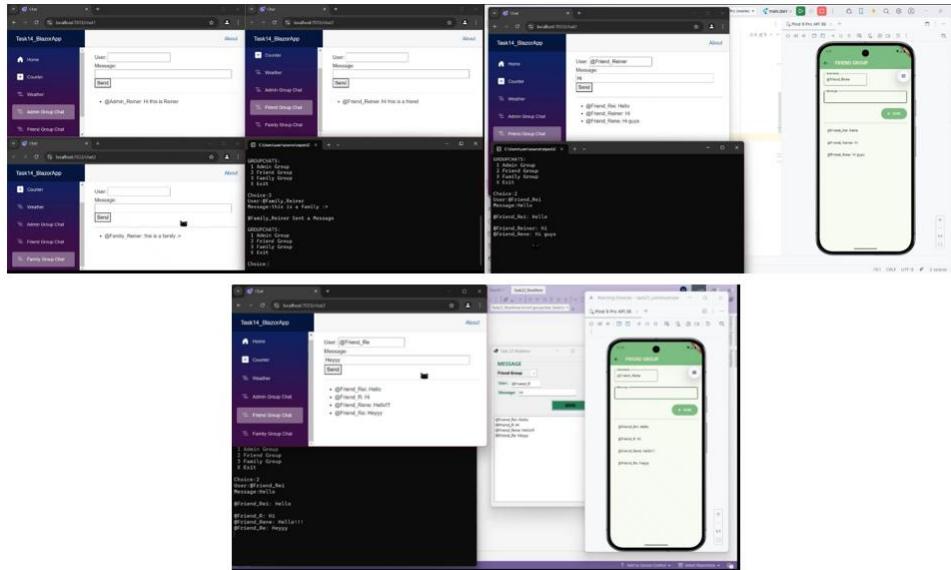


Figure 7. ChatHub using Web, Console, Mobile, Windows Form

We were introducing to Signal R, a library adding a real-time Functionality to Web applications. We used a Blazor app for web application. We created 3 group chats that will be able to communicate with each other adding a 1 console app to communicate with.

From here then we connected various things with SignalR creating a proper communication while still having 3 groupchats named Admin, Family and Friend Group. Using the past task, we were task to add a Windows form completing a real-time communication between console, mobile, web app and windows form.

DEVELOP A SIMPLE MOBILE APP USING FLUTTER

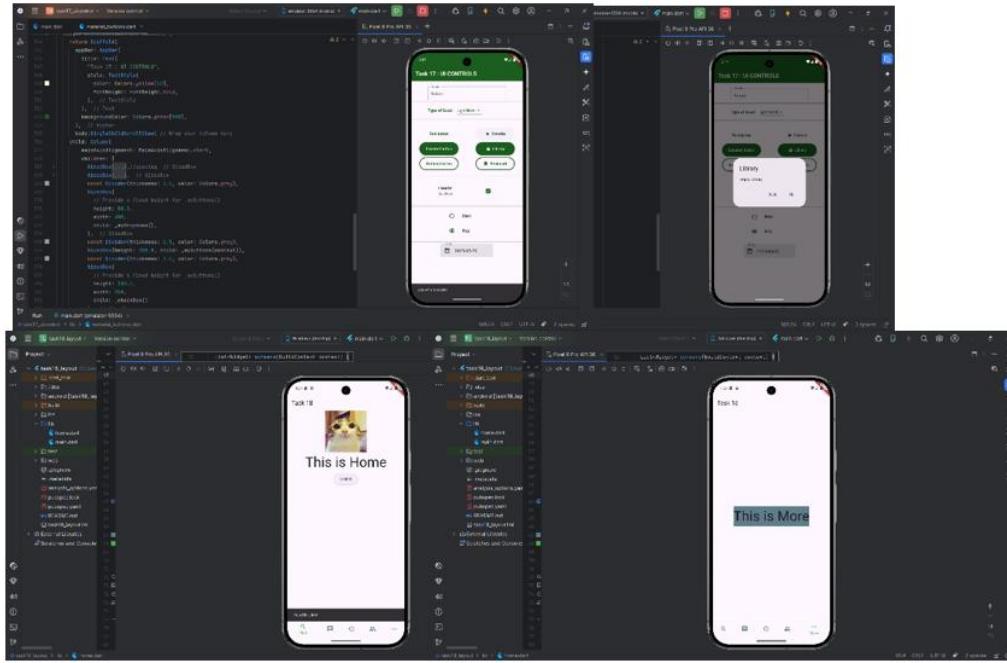


Figure 8. User Interface using Flutter in Android Studio

Using software tool Android Studio, you can use a visual studio too, we installed flutter and read some articles or materials. We created simple User Interface to familiarize in syntax, controls and such. We were able to create a page with various controls on it.

Continuing the familiarization in Flutter, we were asked to create a bottom navigation with each page having a simple text, and one of them has an image that has a button, and a snackbar will appear at the bottom.

USER REGISTRATION (CONSOLE, WEB, MOBILE)

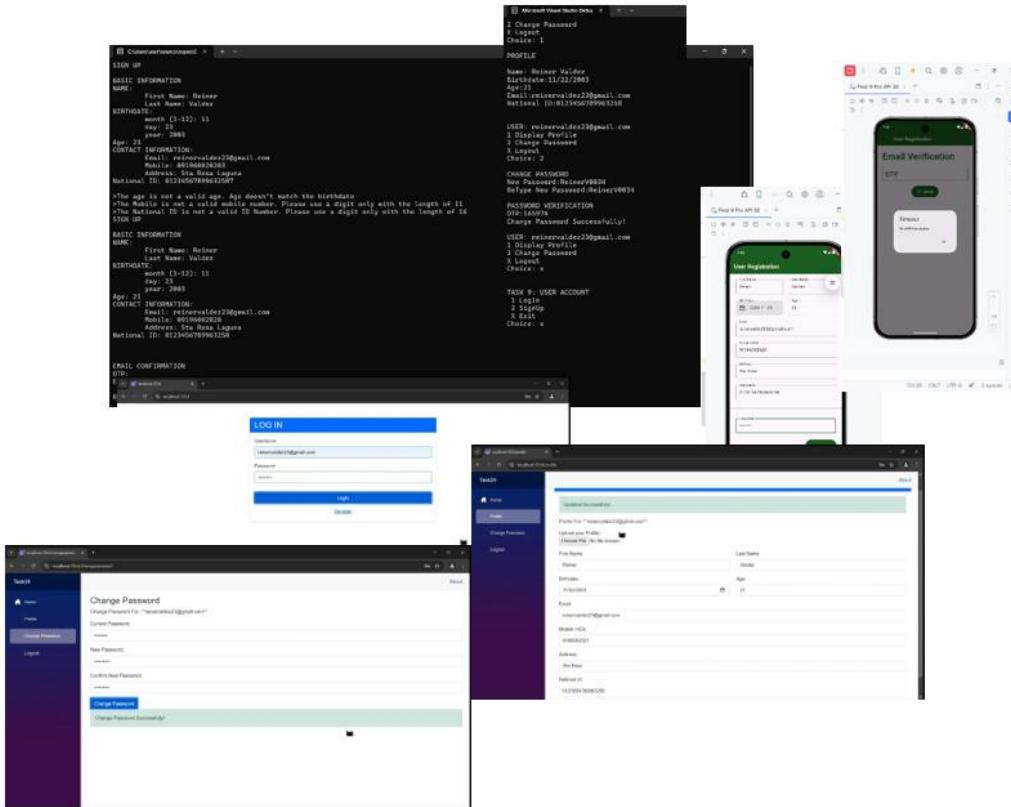


Figure 9. User Registration in console, web, mobile

User Registration were created on various platforms together with a database of MongoDB. There is a OTP in change password and registration, it was sent through Email that has an expiration of 2 minutes. In my task you can resend the the OTP once the time expired. There is also a Login option displaying simple information and where the change password resides.

Following the C# console app the mobile user registration were created moreover a backend was created using MVC, that was published. These Mobile app only has user registration sending OTP through Email.

Lastly, Blazor app for web application similar function with an addition of display and update profile. I used a JWT Token to ensure the Authentication and Authorization of the User.

AUTHENTICATION AND AUTHORIZATION USING JWT TOKEN

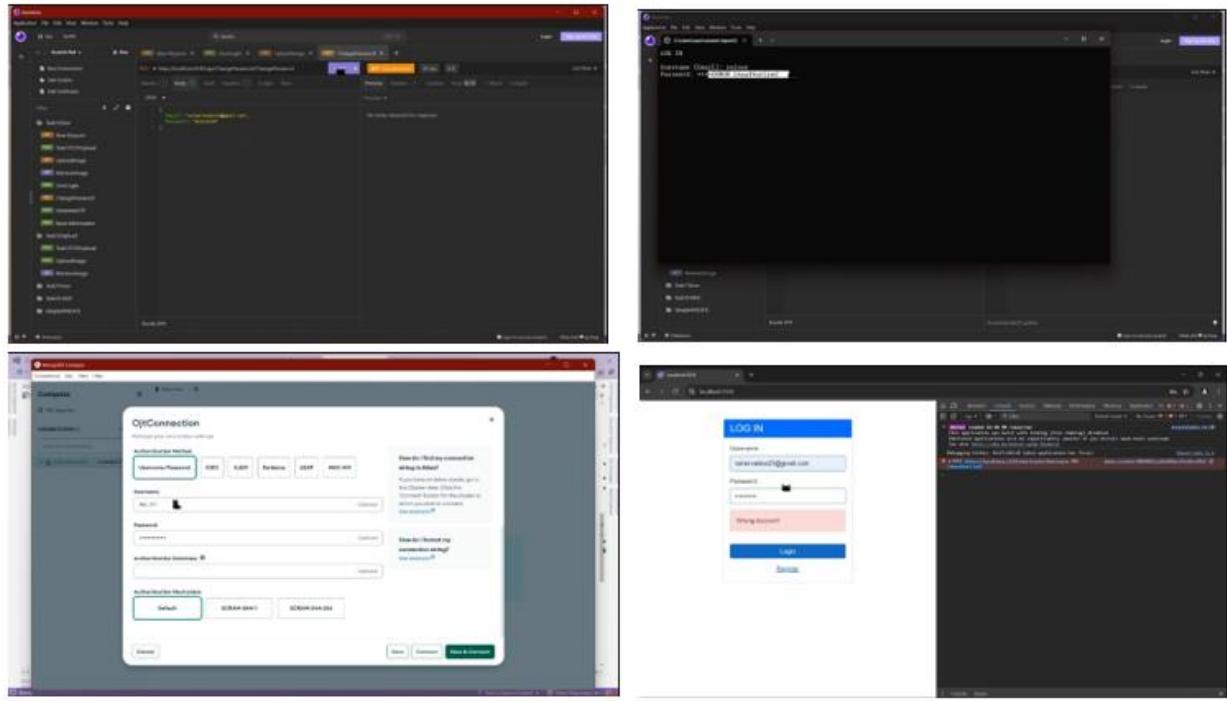


Figure 10. JWT Token testing and Authenticate Database

This task we focused on Authorization and Authentication using JSON web Token and adding username and password in Database. In the screenshot 401 Unauthorized response will appear if you don't have the right credentials and trying to access pages before logging in. The authorization were tested on Insomnia, Console ad web.

MODULE 3 CHAT MESSAGES

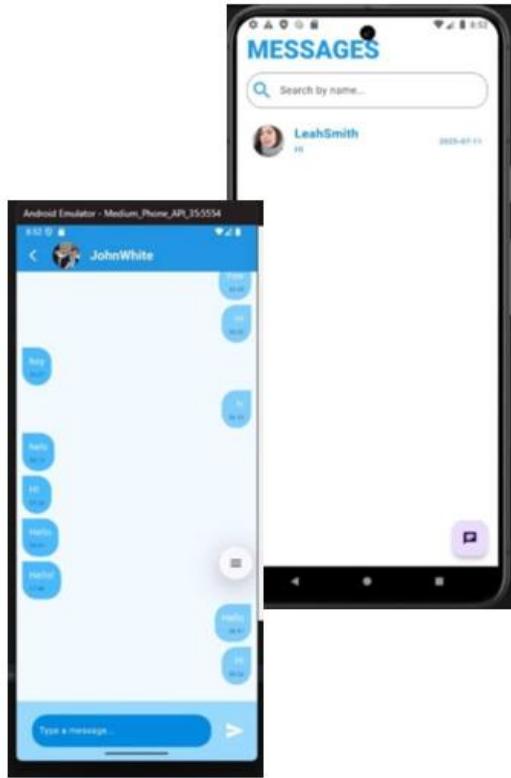


Figure 11. Initial Module 3 Messages

This Figure represents the initial development of the mobile app for the message or chat module, creating a real-time message between users, Parker, and the owner. This has 2 pages, a chat list, and a message page. Chat list is the collection of conversations of the users, it has the functionality of search by name, notification, or highlighting when a new message is sent. The message page consists of 2 bubbles between the users. The User Interface was created with the idea of a simple and clean look while adapting to the color of the iNeed Solution Inc. For testing of this module, a temporary user was used.

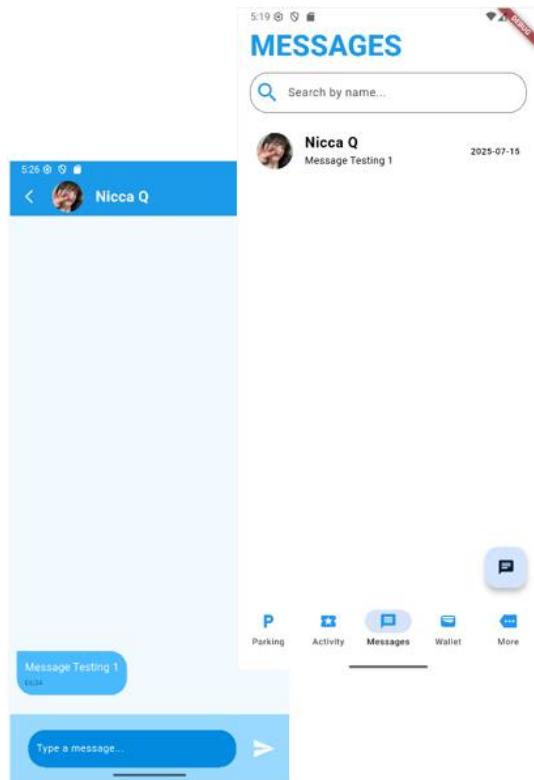


Figure 12. Current Module 3 Message

This is the current look of the mobile after the merging of the modules. The software tools that was used for merging is GitHub. The temporary hardcoded user for testing were removed and exchanged with the token of the user once logged in.

SYNTHESIS OF THE PRACTICUM

LEARNING GAINS

I learned a lot in this practicum, not only technical skills but also soft skills. For technical skill, I was able to effectively use various software tools, Frameworks, and others that I wasn't familiar with, had never used before, or rarely used. These include:

- MongoDB: Learned to implement and manage a Database with MongoDB
- SignalR: Acquired skills in the application of a real-time functionality
- MVC: Developed a whole architectural application.
- BlazorApp: Built a Web Application using Microsoft's Blazor Framework
- Insomnia: Gained skill for API Testing and Development
- Draw.io: Applied for creating various diagrams and flowcharts for the collaborative Project design.
- Android Studio: Utilized in developing and debugging Android applications.
- Flutter & Dart: Gained Proficiency in building a mobile application
- GitHub: Improved collaborative coding practices
- AnyDesk: Gained Experience in remote desktop access and control, enhancing my ability to manage from a distance.
- Task-Scheduler

Beyond the Technical skills, I significantly improved in soft skills. I learned to collaborate and communicate better with my peers during team projects and gained better confidence in asking my supervisor questions. This practicum also refined my organizational skills and gained better coding practices. These Learning gains have broaden my knowledge and experience that could contribute for my future professional development.

REALIZATION

During the duration of working in the Company of iNeed. I experienced and learned various tools and frameworks that in relatively short time I was able to have acquired many technical skill besides this even though it was a work from home with a limited of interaction with the other

trainees and employees I were able to collaborate more gaining confidence in my social skills such as I became more communication and asking inquiries from my superiors and other trainees. My organization in files and codebase upskilled; moreover, with a fast-paced environment, I was able to adapt more than I expected, despite being busy with other work. Because of the training plan of iNeed, it reminded me again that the simpler the task, the harder it was, making me overthink those simpler tasks as I got used to more complex tasks, but those simpler tasks were the foundations for more challenging tasks.

CONCLUSION

In conclusion, this practicum at iNeed proved to be an invaluable experience, significantly expanding both my technical proficiency and essential soft skills. It was a journey from basic tasks to more complex challenges, which not only solidified my existing knowledge but also cultivated new knowledge. This experience instilled greater confidence and a more strategic approach to problem-solving, preparing me for future professional endeavors in software development.

APPENDICES

Appendix A

Competency-Based CV

Reiner Gabrielle R. Valdez

reinerrvaldez@live.mcl.edu.ph | (+63)919-600-7012
Sta Rosa City, Laguna.

EDUCATION

Mapua Malayan Colleges Laguna <i>B.S. Information Technology</i>	Expected: October 2025 <i>Cabuyao, Laguna</i>
<ul style="list-style-type: none">Consistent Dean's ListerRelevant Coursework: Web & Mobile App Development, Database Management; Embedded System, IoT.	

Mapua Malayan Colleges Laguna <i>Senior High - Information Communication Technology</i>	2019 - 2021 <i>Cabuyao, Laguna</i>
<ul style="list-style-type: none">Graduated with Principal's List for Academic Excellence AwardRelevant Coursework: Mobile Android Development, Adobe Photoshop, Animate, Illustration	

EXPERIENCE

iNeed Solutions Inc. <i>Practicum Intern/Junior Software Engineer</i>	April - July 2025 <i>Makati City, Philippines</i>
<ul style="list-style-type: none">Intern at iNeed Solutions Inc., completing approximately 486 hours.Focused on developing, debugging, designing, and writing clean, maintainable code.	

PROJECTS

Air Quality Monitoring System <i>Member – Front-end Developer</i>	January - July 2025
<ul style="list-style-type: none">Designed a responsive website to display real-time logging system for tracking and analysis using Visual Studio Code (HTML, CSS, JavaScript) and PHP Script.An IoT-based Air Quality Monitoring System using MQ Sensors and ESP32 to detect gases together with Arduino IDE for programming.	

Smart access control and Monitoring System <i>Member – Mobile App Developer</i>	June 2024 – July 2024
<ul style="list-style-type: none">Developed a Mobile Application to assist in controlling the Lights and sensors, additionally it displays and store all data entries with Xamarin Android Studio in Visual Studio 2022(XML, C#) and PHP Script.Implements a system in an establishment that can be accessed only by authenticated and authorized people using RFID sensor, LED and Buzzer.	

Light Motion Sensor <i>Member – Web Developer</i>	February 2024 – March 2024
<ul style="list-style-type: none">Designed website to assist in controlling the lights manually and displaying logs and counters for alarm using Visual Studio 2022(Asp.net Framework, C#) and PHP Script.A system that helps in illuminating areas manually or automatically and records each time it detects a change in light levels with Light Detection Resistor, Wemos D1 board, LED, and Buzzer.	

VOLUNTEERING

CALABARZON: IT Cybersecurity Caravan – Equipment Committee	June 2024
<ul style="list-style-type: none">Voluntary assistance on technical parts of the event. Assisted with the management of online call in Zoom and Manage Speaker's document.	

CERTIFICATE, SKILLS & INTERESTS

- Certificate:** CompTIA IT Fundamentals (ITF+) Certification
- Languages:** HTML, CSS, JavaScript, C#, PHP, XML (Familiar), Python (Familiar), C (Familiar), Java (Familiar)
- Framework/Libraries:** Asp.net, Leaflet, Chart.js, Swiper
- Database Management:** MySQL, SQL Server (Familiar)
- Software Tools:** Visual Studio 2022, Visual Studio Code, Figma
- Soft Skills:** Strong Problem-Solving, Effective Communication, Team Collaboration, Adaptability, Time Management, Learning Dedication
- Interests:** Reading; Drawing/Sketching; Movies/Series; Playing Casual, Mystery or Puzzle Games.

Appendix B

Endorsement Letter



5 May 2025

Dhalia Cardines
Corporate IT and Administration
iNeed Solutions Inc
2nd Floor, Wyce Business Center 9599 Kamagong Barangay San Antonio
Makati City 1203, Philippines

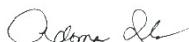
Dear Ms. Cardines,

The B.S. in Information Technology program of Mapúa Malayan Colleges Laguna requires their students to undergo Practicum program for a minimum of **486** hours in an academic calendar that will prepare our students to be job-ready after completing their curriculum. This program intends to enable our students to acquire and practice the knowledge and skills expected of a graduate of a B.S. IT program which, in turn, would guarantee continuous supply of IT professionals needed by your company.

We believe that your company can provide the relevant exposure necessary for our students to achieve the intended learning outcomes for the B.S. in Information Technology program. In this regard, I would like to endorse **Mr. Reiner Gabrielle R. Valdez** to have his practicum activities in your company as requested.

We thank you for your confidence and trust with us and we look forward to a more meaningful linkage that is mutually beneficial to our students and your company.

With warm regards,


ADOMAR L. ILAO, DIT

BSIT Program Chair
College of Computer and Information Science
Mapúa Malayan Colleges Laguna
aillao@mcl.edu.ph
(049) 832-4076

Appendix C

Practicum Confirmation and Acceptance Form



Malayan Colleges Laguna
A MAPUA SCHOOL

REVISION NO.: 00

REVISION DATE: May 10, 2016

PRACTICUM CONFIRMATION AND ACCEPTANCE FORM

IMPORTANT INFORMATION

- STUDENTS ACCEPTED FOR PRACTICUM IN A HOST COMPANY WILL HAVE TO ACCOMPLISH THIS FORM.
- ASK THE PRACTICUM SUPERVISOR/ COMPANY REPRESENTATIVE TO FILL IN THE DETAILS OF THE TRAINING.
- SUBMIT TO THE PRACTICUM ADVISER/COORDINATOR PRIOR TO THE START OF TRAINING.

NAME OF STUDENT	Reiner Garielle R. Valdez	STUDENT NUMBER	2021160610
COURSE CODE	IT199F	SYTERM ENROLLED	2024-2025/3T

This is to certify that Reiner Gabrielle R. Valdez (name of student-trainee) has been accepted for practicum at iNeed Solution Inc., 2nd Floor, Wycce Business Center 9599 Kamagong Street, San Antonio Makati City 1203, Philippines (name and address of establishment) and will be attached to the Information Technology department/s for a minimum of, but not limited to 486 hours. Training will commence on April 22, 2025 and is expected to end on July 22, 2025. Attached is the list of requirements.

COMPANY REPRESENTATIVE	
Signature over Printed Name Dhalia T. Cardines	Admin
Engineering Department	Official Designation admin@ineed.com.ph / 0917-771-7275
Department	Email and Contact Number/s

NOTED BY	
Signature over printed name of Practicum Coordinator	5/2/2025
Date	

COPY: (1) STUDENT, (2) HOST COMPANY, (3) PRACTICUM COORDINATOR

FORM OVPAA 030B

THIS FORM IS AVAILABLE AT THE OVPAA.

Appendix D

Liability Waiver



Malayan Colleges Laguna
A MAPUA SCHOOL

REVISION NO.: 00
REVISION DATE: May 10, 2016

STUDENT TRAINING AGREEMENT AND LIABILITY WAIVER

IMPORTANT INFORMATION

- THIS FORM IS TO BE ACCOMPLISHED AND SUBMITTED BY STUDENT TRAINEE TO THE PRACTICUM ADVISER BEFORE STARTING THE PRACTICUM.
- READ AND UNDERSTAND THE PROVISIONS OF THIS AGREEMENT AND WAIVER.
- ENSURE THAT ALL SIGNATORIES SIGN THE FORM.

I, Reiner Gabrielle R. Valdez, and a student of MALAYAN COLLEGES LAGUNA (hereinafter referred to as "MCL"), do hereby voluntarily undergo on-the-job training at iNeed Solution Inc., hereinafter referred to as the "Host Company", located at San Antonio Makati City 1203, Philippines, under the following terms and conditions:

- a. That the practicum training will commence on April 22, 2025 and ends on July 22, 2025 and will have to complete a minimum of 486 hours required for the on-the-job training;
- b. That I shall observe proper decorum and act professionally at all times and abide by the Company's rules and regulations and comply with those imposed for the training program, otherwise, I shall be excluded from further participation;
- c. That in the course of my training program, I may have access to information which may be of confidential in nature and proprietary to the Company, for which I may be required to execute a confidentiality and non-disclosure agreement as a prerequisite to my participation in the training program;
- d. That the time I will spend on the training program in the completion of my on-the-job training requirements will not and should not be interpreted or construed as working hours and should be regarded as non-compensable. Provided that, the Company may, as a unilateral act of liberality or generosity on their part, provide me with meal, travel, transportation allowances, accommodations, etc.;
- e. That I fully understand that notwithstanding the allowances enumerated in the preceding section which I may receive, there exists no labor-management and/or employer/employee relationship between me and the Company where I will undergo my training;
- f. That I shall exercise due care and diligence in the tasks assigned to me and personally be made answerable for any and all liabilities for damage to property or injury to third person, which may be occasioned by my intentional or negligent acts during the course of my on-the-job training;
- g. That I shall likewise hold the Host Company and MCL free and harmless from any and all liability and responsibility for any sickness or injury to myself and third parties and damage to property which I may sustain and/or may occur at any time during the training program, including time spent in traveling to and from any and all premises and locations where I may be required to go to as part of my training program;
- h. That the Company reserves the right to discontinue my training on reasonable grounds upon written notice to MCL and myself. Additionally, in the event my training program is discontinued for reasons attributable only to myself, I may be made to reimburse the Host Company for any/all the allowances, stipends, etc., which I may have received from them during and prior to the termination of my training program;
- i. That in addition to my liability under section g and for the pre-termination of my training program provided for under section h hereof, I may be subjected further to disciplinary action in accordance with the school's student manual and/or be a ground for disqualification from graduation;

Signed on this 23 day of April 2025.

Reiner Gabrielle R. Valdez
Signature over printed name of Student Trainee

WITH OUR CONSENT:

Signature over printed name of Parent/Guardian
(for minors only)

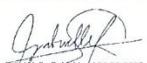
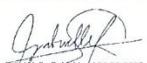
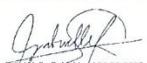
NOTED BY:

Adriana H. Valdez 5/2/2025
Printed Name and Signature of Practicum Adviser/ Coordinator

Dhalia T. Cardines / iNeed Solution Inc.
Printed Name and Signature of Host Company Representative

Appendix E

Training Plan

 MCL Malayan Colleges Laguna A MAPUA SCHOOL	<small>REVISION NO:</small> 00 <small>REVISION DATE:</small> May 10, 2016															
TRAINING PLAN																
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<p>CO1. Identify, analyze, and design business process solutions to the problem faced by the organization. CO2. Apply the different concepts of systems analysis and design, software engineering, database management, and programming courses in the problem-solving process in the organization, and CO3. Acquire new knowledge and experience while in the organization.</p>																
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Appendix F

Weekly Journal



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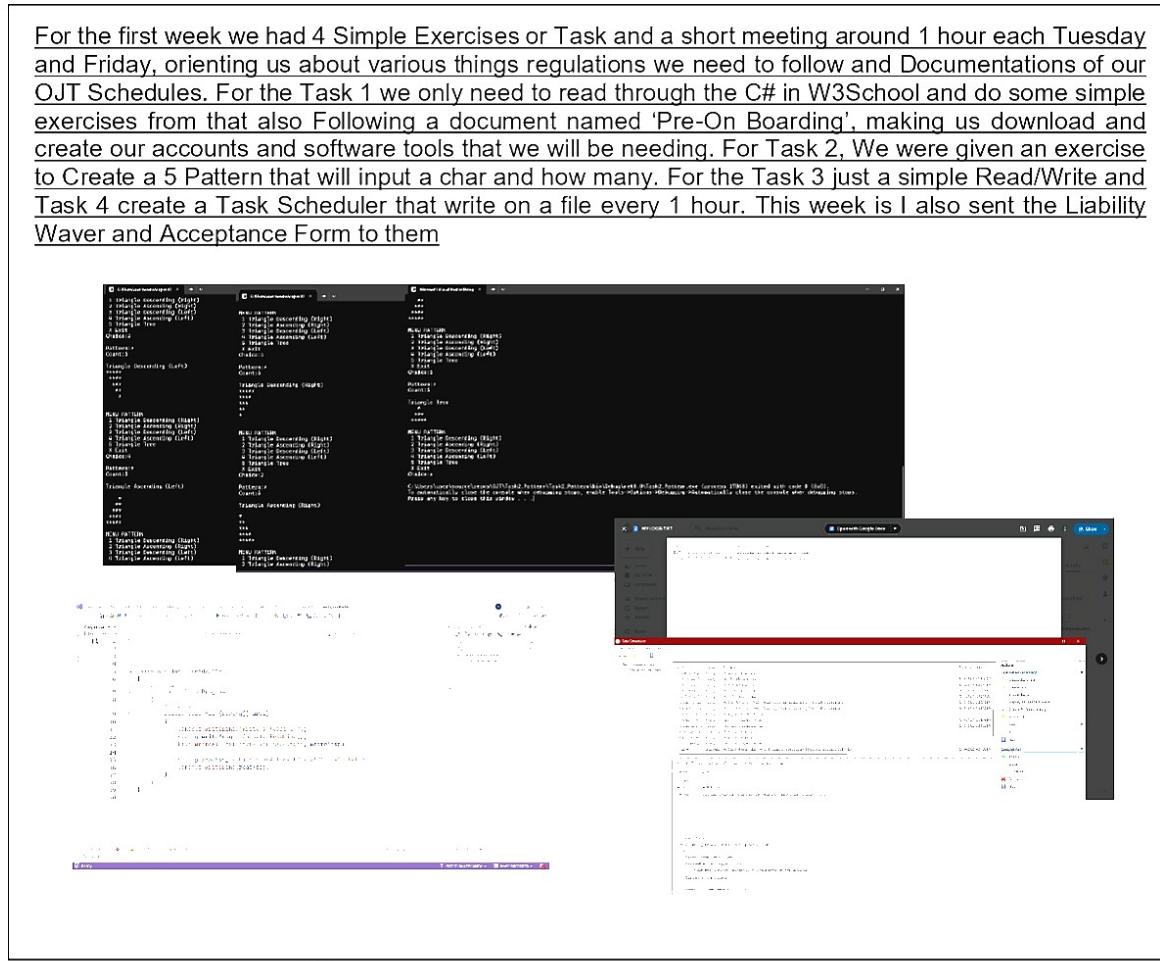
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DATE	Week #1: April 22 – 25, 2025	AREA ASSIGNMENT	Console Application Development
TASK	Task 1 - 4	SHIFT/TIME	8:00 AM – 5:00 PM

For the first week we had 4 Simple Exercises or Task and a short meeting around 1 hour each Tuesday and Friday, orienting us about various things regulations we need to follow and Documentations of our OJT Schedules. For the Task 1 we only need to read through the C# in W3School and do some simple exercises from that also Following a document named 'Pre-On Boarding', making us download and create our accounts and software tools that we will be needing. For Task 2, We were given an exercise to Create a 5 Pattern that will input a char and how many. For the Task 3 just a simple Read/Write and Task 4 create a Task Scheduler that write on a file every 1 hour. This week is I also sent the Liability Waver and Acceptance Form to them





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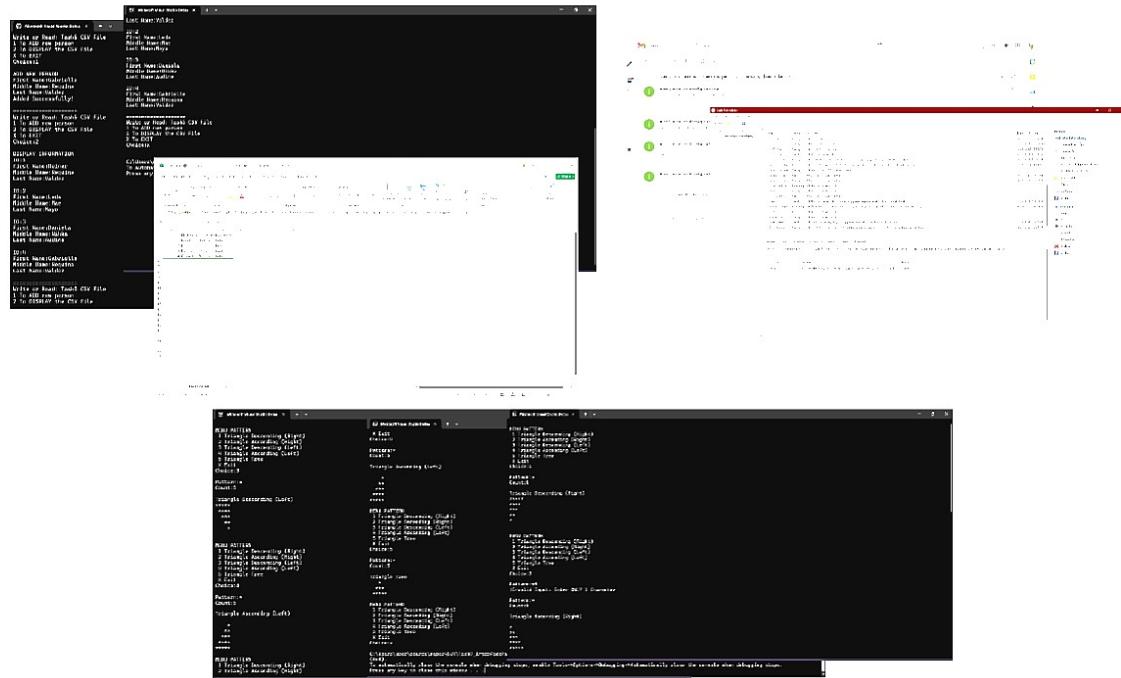
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DATE	Week #2: April 28 – May 2 ,2025	AREA ASSIGNMENT	Console Application Development
TASK	Task 5 - 9	SHIFT/TIME	8:00 AM – 5:00 PM

For the second week, we were given another various task focusing on console app and database. For the Task 5 we were given a task to create a csv file with C#, Task 6 is an automated task scheduler Email, Task 7 use of interface class, Task 8 is creating a CRUD with Mongo DB and lastly Task 9 a User Registration, that is connected to database, has an OTP that were sent through Email for Change Password and Email Verification, the OTP also expired after 2 minutes. For the expiration I solved it by putting a timeout on Console ReadLine. I also sent the Training Plan to them on April 29, 2025. We had out meeting on Tuesday and Friday giving us new Task and giving short lesson for the next task, moreover it includes the topic of the situations of our current task.





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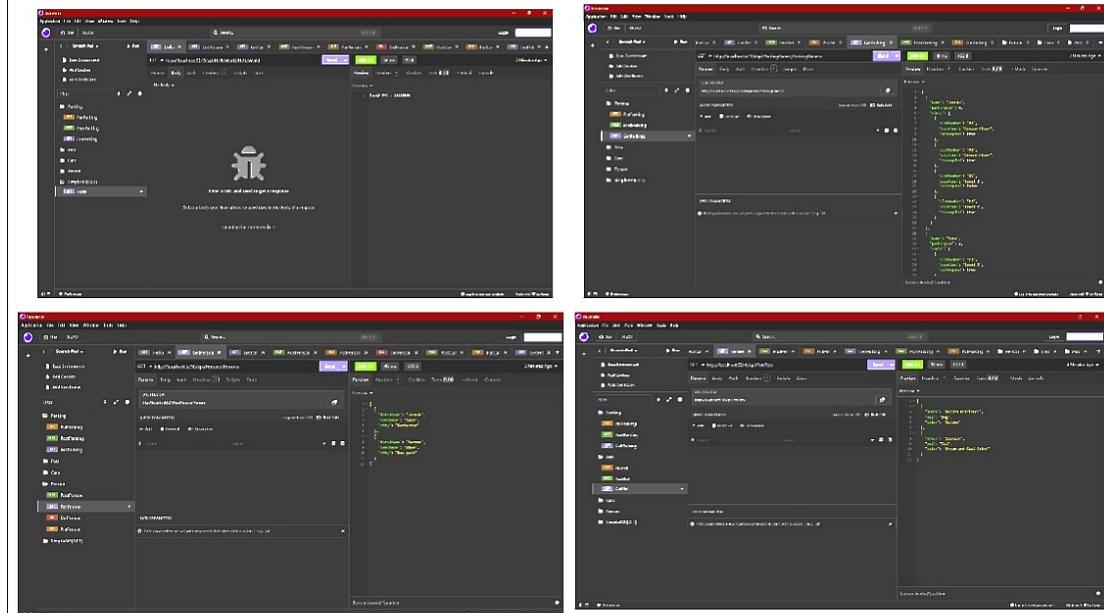
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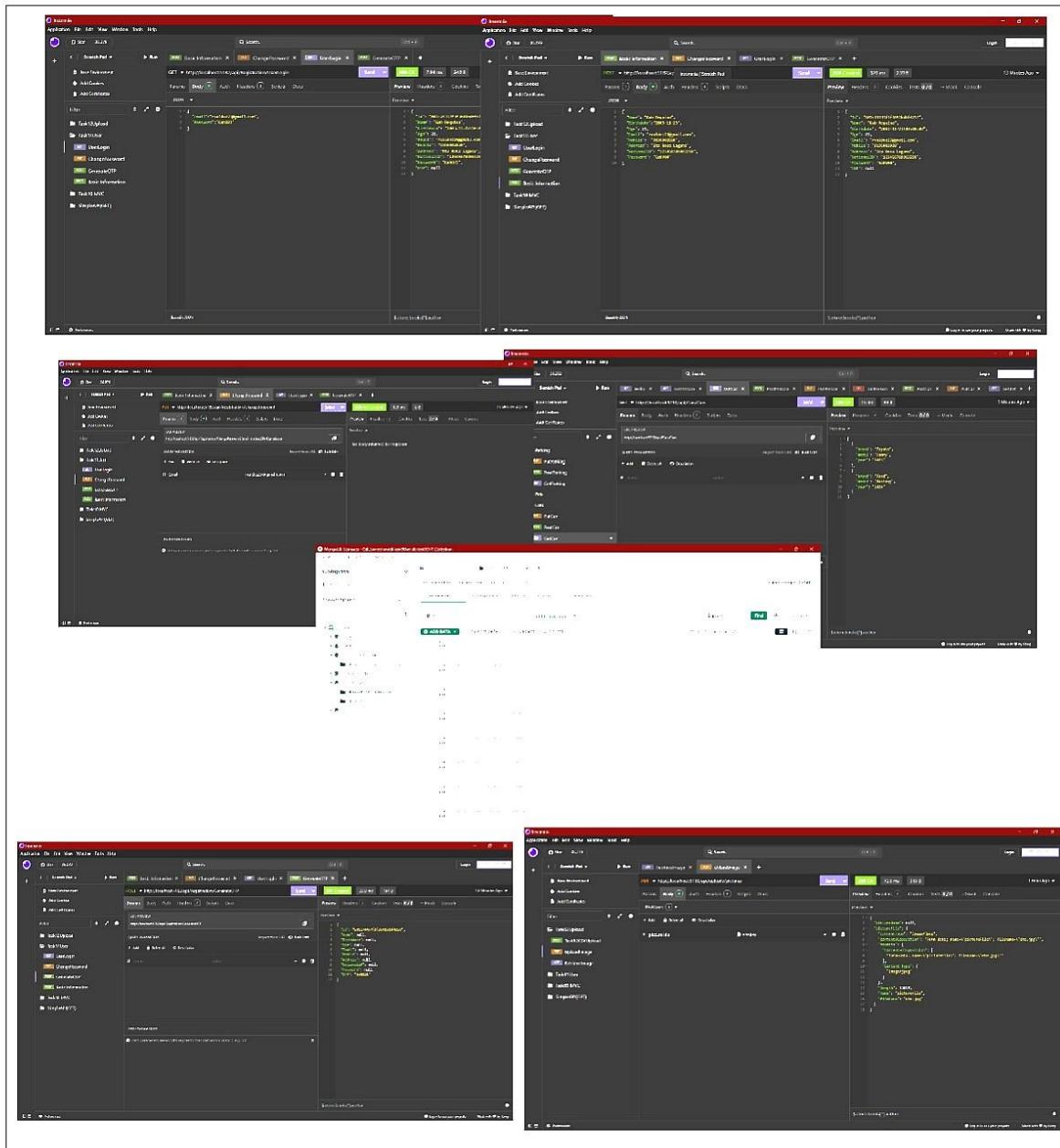
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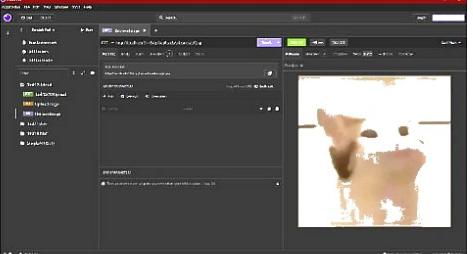
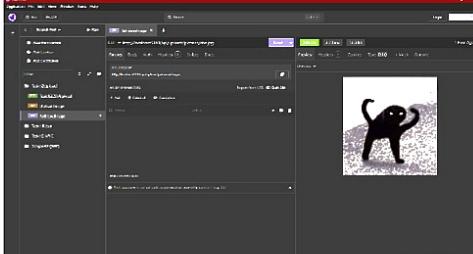
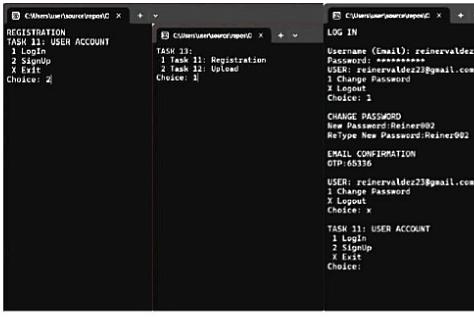
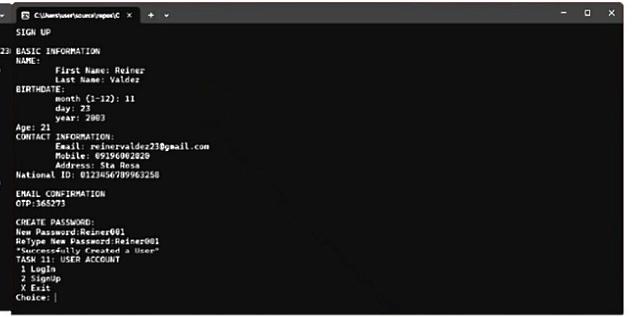
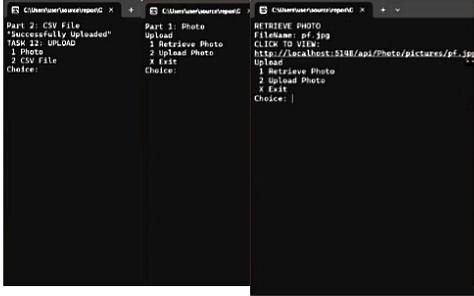
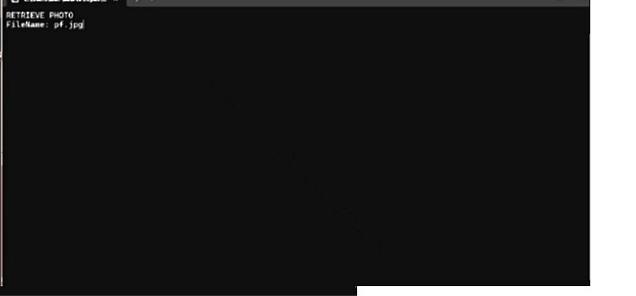
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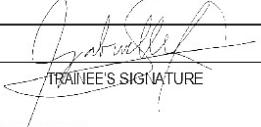
DATE	Week #3: May 5 – 9 ,2025	AREA ASSIGNMENT	Backend Development
TASK	Task 10 - 13	SHIFT/TIME	8:00 AM – 5:00 PM

For the third Week, we focused on using MVC on Visual Studio 2022 and using it with Console app we used our past Task to create some of it like user registration. Starting on Task 10 MVC we create an MVC with simple task and endpoints to familiarize on MVC more and usage of insomnia then We were able to create Endpoints for the MVC and call them from the console app. Task 11 were to create an MVC user registration creating the simple endpoints in MVC and using the insomnia to check the API then. Task 12 we were task to be able to upload files like images and CSV and also to be able to retrieve them on console app furthermore, we called the endpoints from console app to the MVC. Task 13 is restructure of the API using the Task 11 and 12 we combined them together and create a calling of endpoints from the console app to MVC, we also task to use a RESTful additionally I added a simple navigation such as adding menu options and back option.





	
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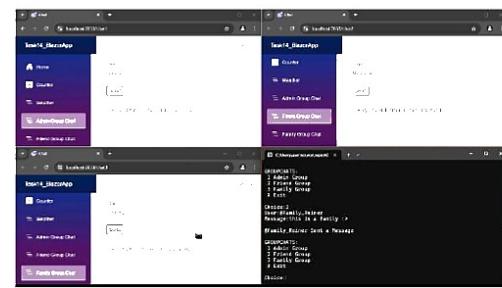
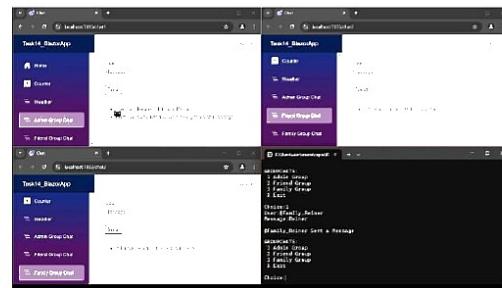
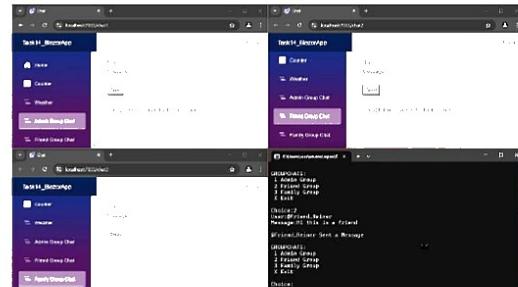
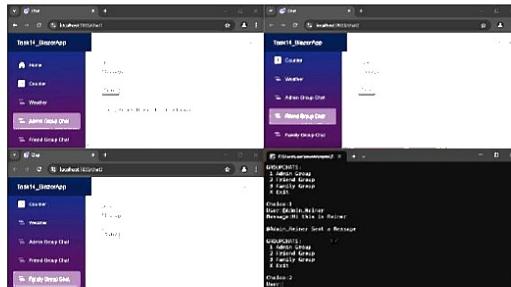
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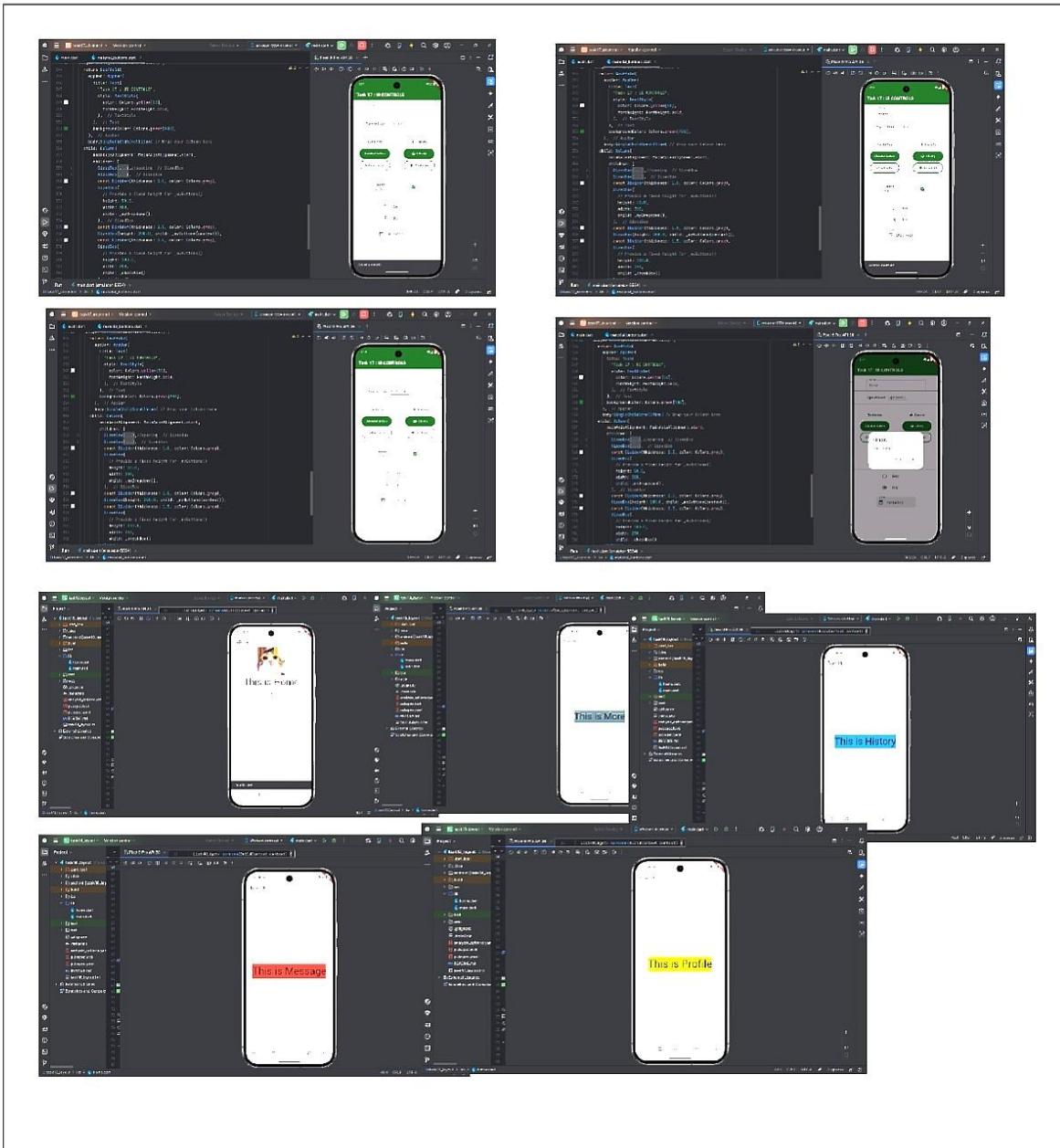
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DATE	Week #4: May 13 – 16 ,2025	AREA ASSIGNMENT	Web and Mobile Application Development
TASK	Task 14 - 18	SHIFT/TIME	8:00 AM – 5:00 PM

For the fourth week, We were introduce to Signal R and was given a task, creating group chat and be able to pick also with a key on the username, we need to connect it on console app again, that was for the Task 14. The Task 15 is the introduction to flutter and Task 16 is the designing for UI Wireframe making us create a flow diagram and wireframe for it, the design about is the parking owners and parking slots. For Task 17, since we were introduced with Flutter we need to be familiarized with the syntax, controls and such so we were given a task to create a page with various UI controls. The Task 18 is from the task 16 with the same flow we need to create the bottom navigation and put a layout on one of them and others are put a simple text on them.







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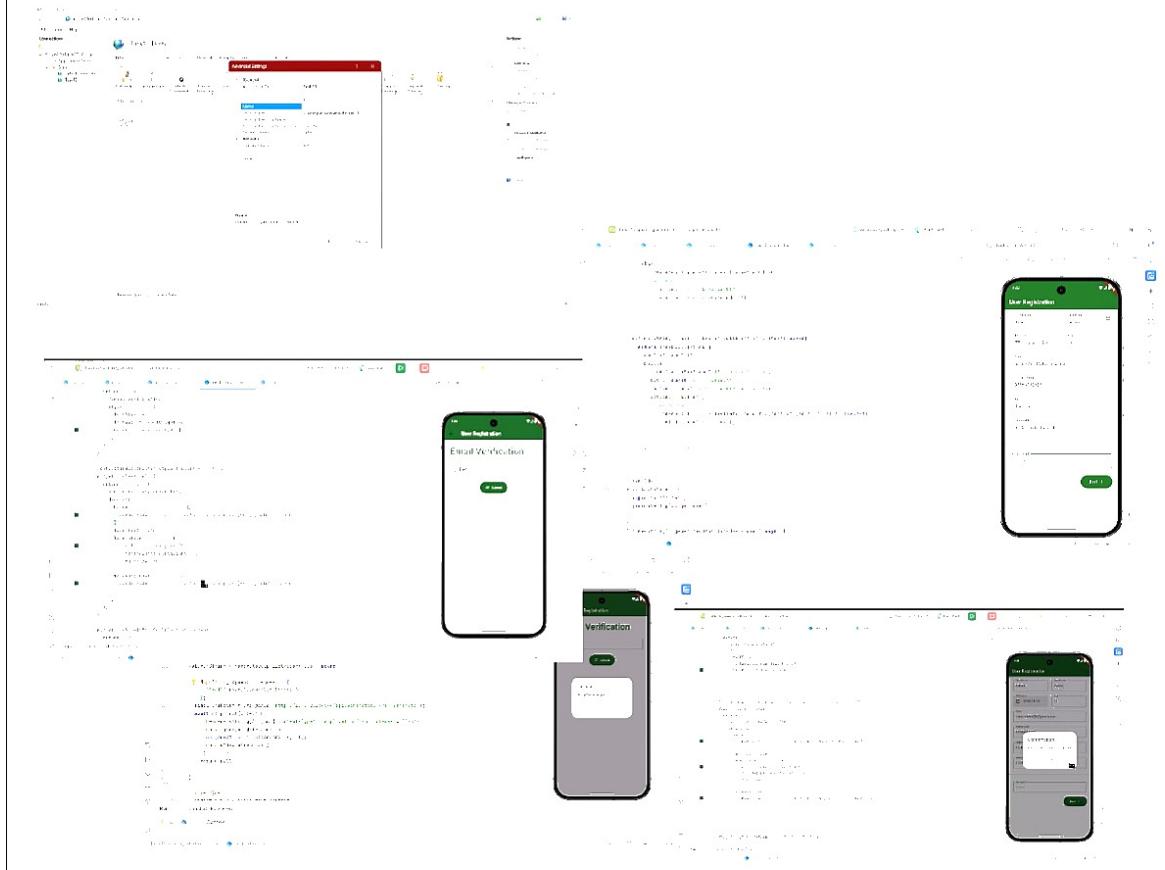
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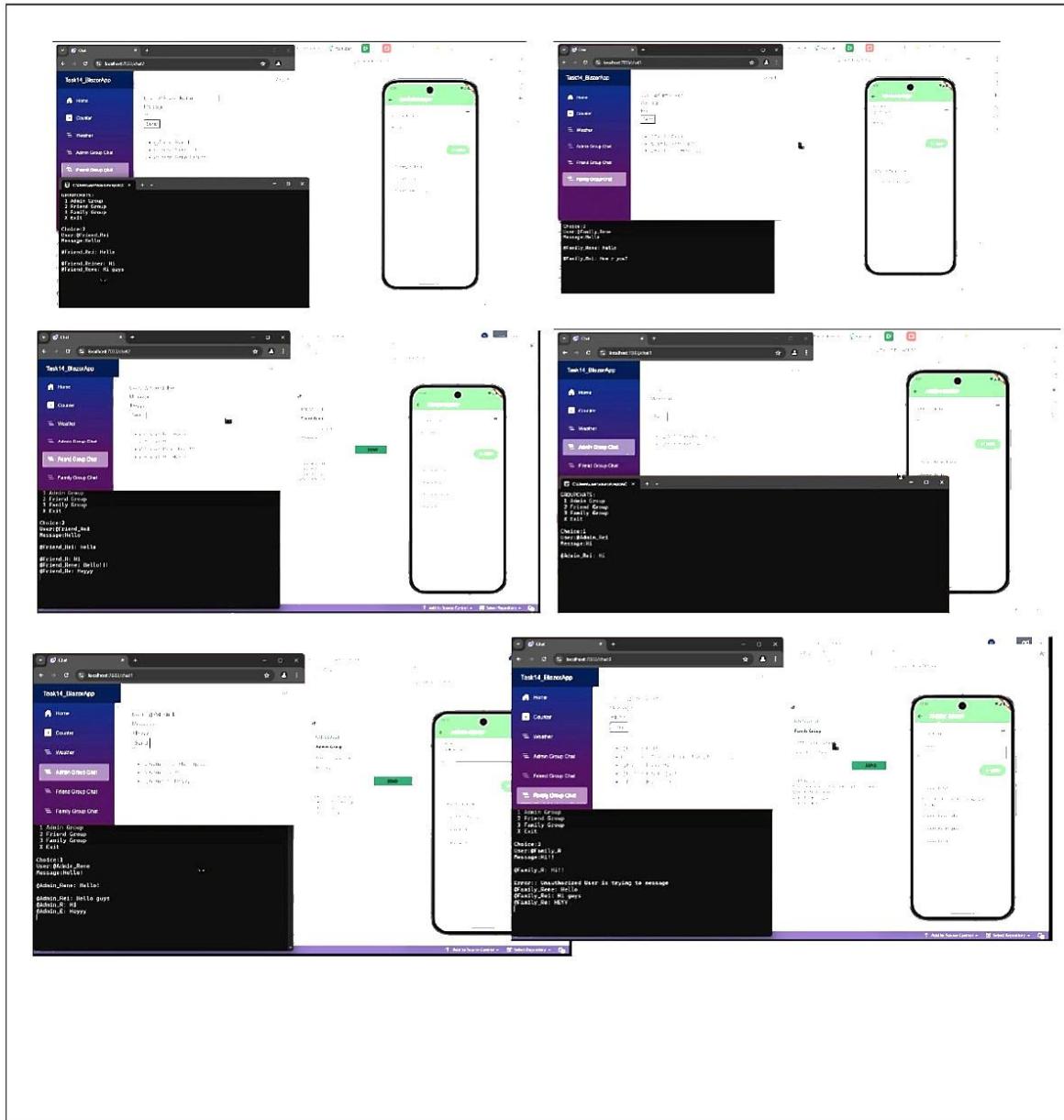
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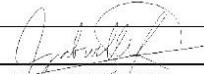
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DATE	Week #5: May 19 – 23 ,2025	AREA ASSIGNMENT	Web and Mobile Application Development
TASK	Task 19 - 22	SHIFT/TIME	8:00 AM – 5:00 PM

For this week we focused on Flutter, we were tasked to download them, and I used the android studio instead of the Visual Studio code. For Task 19 it is using IIS for the Task 13 beside this, the others are in for Flutter. Task 20 is User Registration using the Task 13 MVC endpoints connecting it to database. Task 21 Group Chat connecting the other like console app, Blazor App and Task 22, the task 21 with WinForms.







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DATE	Week #6: May 26 – 30 ,2025	AREA ASSIGNMENT	Web Application Development
TASK	Task 23 - 24	SHIFT/TIME	8:00 AM – 5:00 PM

For this week we focused on authentication using JWT and MongoDB and creating a user registration in Blazor app while still using the Task 13 MVC as a backend API adding the Task 23 JWT too for the authentication. We focused more on the Authorized and Authentication for these tasks. For the Authentication and Authorization '401' should appear when tried to login, the generated JWT was used for this and authorized in the M. It was tried to insomnia, console and web application as mentioned Database also put a username and password.

The four screenshots show the following:

- Screenshot 1: A Blazor application's component tree in the IDE, showing a "Dashboard" component.
- Screenshot 2: A terminal window showing a command-line interface with "User (Client) logged in" and "User (Client) logged out".
- Screenshot 3: A MongoDB Compass interface showing a database named "Insomnia" with collections like "JWT", "Logs", and "Users".
- Screenshot 4: A Blazor application's login screen with a "LOG IN" button and a "Login" button.

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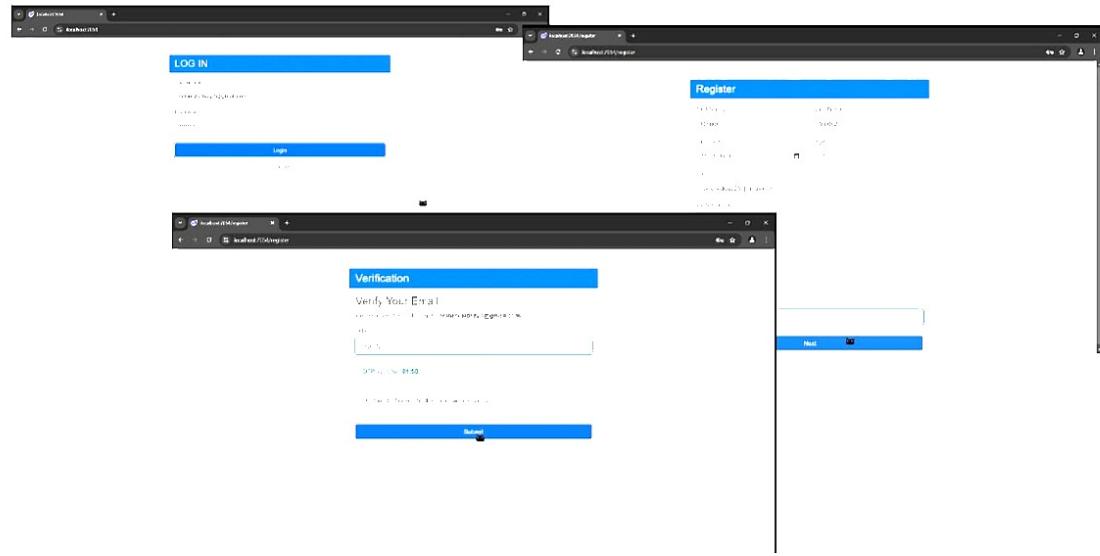
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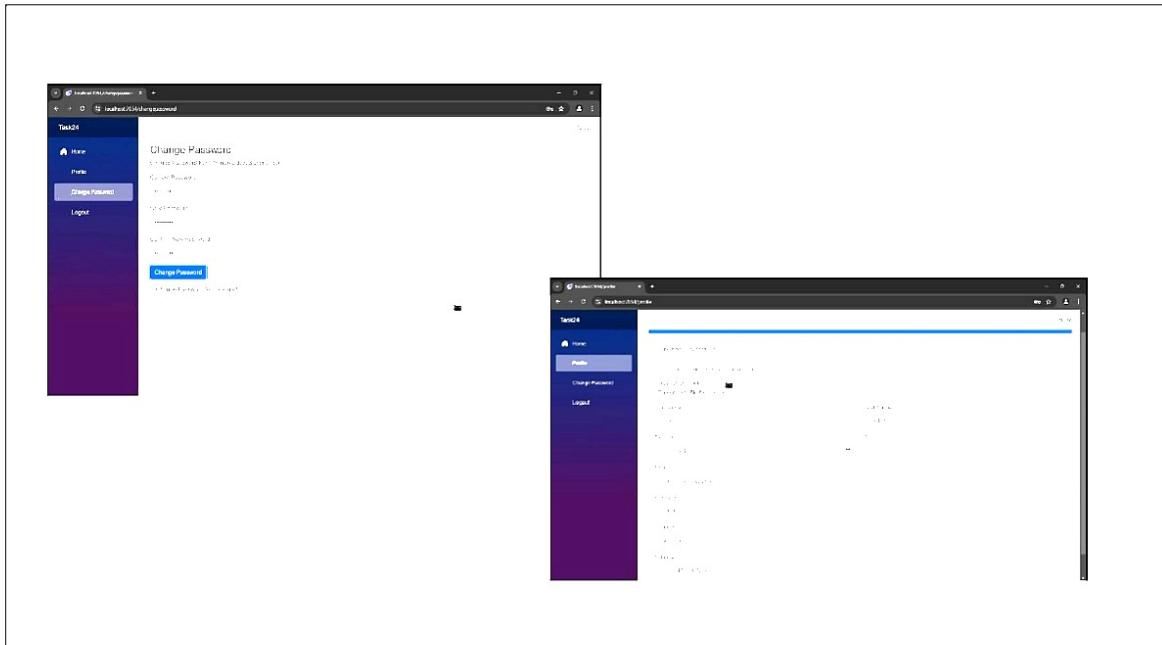
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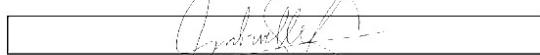
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DATE	Week #7: June 2 – 5 ,2025	AREA ASSIGNMENT	Web application development
TASK	Task 23- 24	SHIFT/TIME	8:00 AM – 5:00 PM

This week is finishing of all Task that was given to us from 1 – 24 to make sure everyone is catch up. We also discussed the groupings for the new task moreover we discussed the modules and its distributions. The materials for the task were shared and asked us to clone the repository on our local computer. Furthermore, This week I submitted the 23 and finished the Task 24. The Task 24 is a user registration in web application using the blazor app while communicating with task 13 MVC backend API. Also using a JWT as a token to login and be authenticated.







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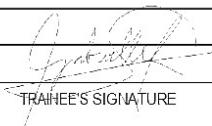
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DATE	Week #8: June 9 – 13 ,2025	AREA ASSIGNMENT	Software Development
TASK	Planning	SHIFT/TIME	8:00 AM – 5:00 PM

For this week we are starting the planning and finalizing the assigned task we were given. We were assigned to create User stories, Use case diagram, UI framework, ERD or class diagram or Flow chart, and List of API. It was reviewed by the supervisor and asked us to redo some parts.



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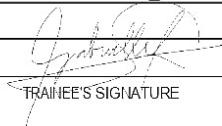
DATE	Week #9: June 16 – 20 ,2025	AREA ASSIGNMENT	Software Development
TASK	Proof of Concept	SHIFT/TIME	8:00 AM – 5:00 PM

SOFTWARE DEVELOPMENT:

Following Last Week Planning of the Project, that we were assigned to. I was asked to create a POC or Proof of concept to see the possibility of the planned put in the Draw.io. The POC contains of developing a working backend and using the console as a temporary User Interface to display a proper working backend also tested on Insomnia. I used the localhost MongoDB as my temporary database for this task. The past task was a helpful guide as we were using framework and software tools.

TECHNICAL DOCUMENTATION:

For the Technical Documentation that occurred for this Proof of concept. Similar to our individual Task. The way on how to submit, we need to send the Code, Output Screenshot and Video explaining the code or how it works.



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Malayan Colleges Laguna
MAPUA SCHOOL
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REVISION NO.: 00
REVISION DATE: May 10, 2016

IMPORTANT INFORMATION

- INCLUDE TASK ASSIGNMENTS OR MOVEMENTS, REFLECTION ON THE DAY'S NEW LEARNING, ACCOMPLISHMENT, CHALLENGES FACED AND HOW YOU RESPONDED, OBSERVATIONS AND RECOMMENDATIONS ON THE IMPROVEMENT OF SYSTEMS / OPERATION / MANAGEMENT, ETC.
- SCANNED COPIES OF THIS FORM SHALL BE SUBMITTED ON A WEEKLY BASIS THROUGH APPROVED LMS.
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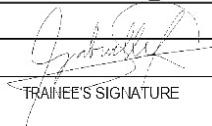
DATE	Week #10: June 23 – 27 ,2025	AREA ASSIGNMENT	Software Development
TASK	Modification and GUI	SHIFT/TIME	8:00 AM – 5:00 PM

SOFTWARE DEVELOPMENT:

For my assigned portion of the project, I modified the feedback regarding the coding convention of our supervisor in the Teams such as the naming and the structure of the coding. I tasked my member to create the initial component of the mobile User interface following the UI/UX I designed for the mobile. I also shared the refined backend code via Google Drive and provided other additional sample code relevant for our project.

TECHNICAL DOCUMENTATION:

Earlier this week, I submitted the Proof of Concept (POC) and gained the feedback of our supervisor. He raised few inquiries concerning the video or code which I address immediately thus allowing our team to proceed in creation of the main project.



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DATE	Week #11: June 30 – July 4 ,2025	AREA ASSIGNMENT	Software Development
TASK	Project Development	SHIFT/TIME	8:00 AM – 5:00 PM

SOFTWARE DEVELOPMENT:

Continuing from last week our team successfully implemented the core functionality of the project and its properly working with minimal issues or problems. With the main function working integrated with the backend and its localhost MongoDB, we were able to shift focus on the more detailed section of our assigned part of the Project. We refined the designed to make sure it follows the appearance of the UI/UX that was in the plan. Identifying the issues in the codebase we updated and modified the backend to make sure its functioning smoothly.

TECHNICAL DOCUMENTATION:

My Team and I actively collaborated and maintained consistent communication, facilitating smooth sharing of the development of the project and the modified works. This ensured that both of us were on the same track and page to avoid any problems also creating efficient working system for both of us.


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COPY: (1) STUDENT; (2) PRACTICUM ADVISER

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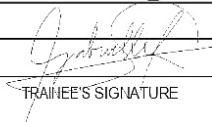
DATE	Week #12: July 7 – 11, 2025	AREA ASSIGNMENT	Software Development
TASK	Project Development	SHIFT/TIME	8:00 AM – 5:00 PM

SOFTWARE DEVELOPMENT:

Starting for this week I added a new feature that required modification to our database and backend. I noticed this feature can not be implemented without that modification also it is crucial as I believe this is one of the fundamental feature or functionalities for our assigned section of the project. As the other teams finished their task or parts of the project, we begun the merging our team's work into the main project. For this we used the GitHub pushing our API's Code on the remote main repository. After this we transition from localhost to Public API that was given by our supervisor, then we tested our section using Insomnia and the Mobile GUI we developed.

TECHNICAL DOCUMENTATION:

My Team and I collaborated with the other teams to merge the Project into one via MS Team video call to make sure that there will be no problem and answer all inquiries immediately. Making the work easier and efficient. As we tested them on our Personal computer we were tasked for each team to create a explanatory video regarding the application.



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