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**COLLEGE OF COMPUTER AND INFORMATION SCIENCE**

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**Academic Year 2024-2025**

# **FINAL REPORT**

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

## **ROLE**

Junior Software Engineer

## **TOTAL HOURS RENDERED**

To complete the 486 hours requirement for the Practicum of the course Information Technology, 8 Hours were allotted to Course orientation, consisting of an introduction, explaining the basics, plans, and the process of communication. While 382 Hours were given to software development, including the individual tasks, team tasks, planning, and designing. For the Career Planning section, 80 hours were given, and 16 hours for documentation, which includes organization, planning, logging, video submission, and any written documentation.

# PRESENTATION OF OUTPUT

## SIMPLE TASKS

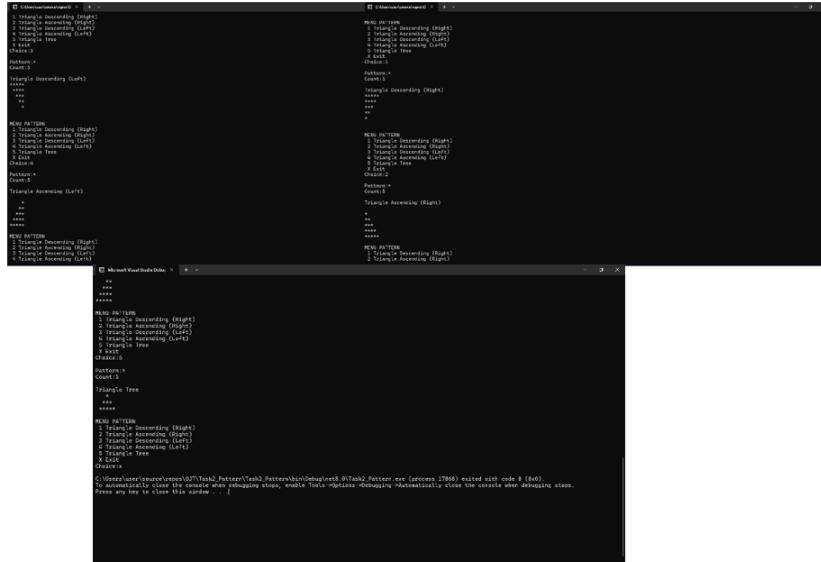


Figure 2. Console App: Pattern Task

This system 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, This task again was used to create an interface class helping use to create a better organization and structure of the base code.

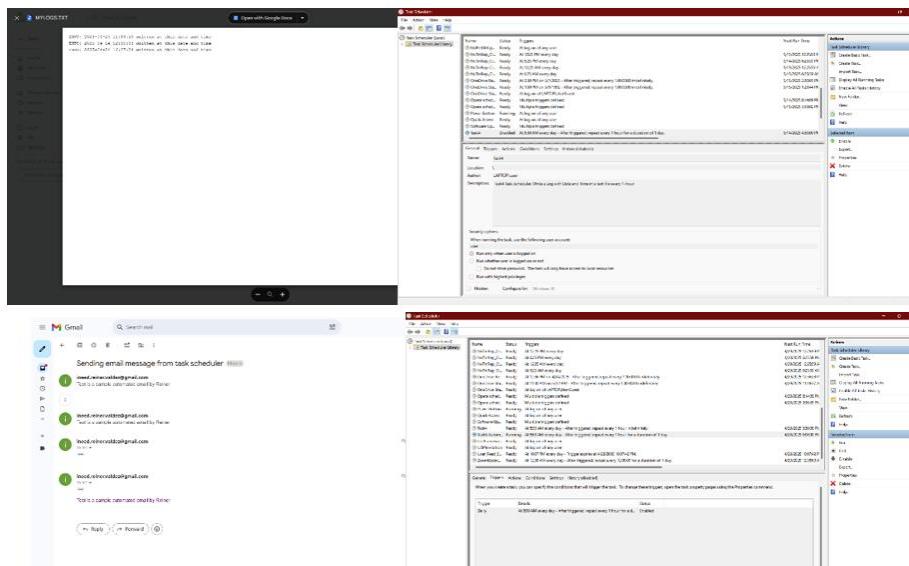
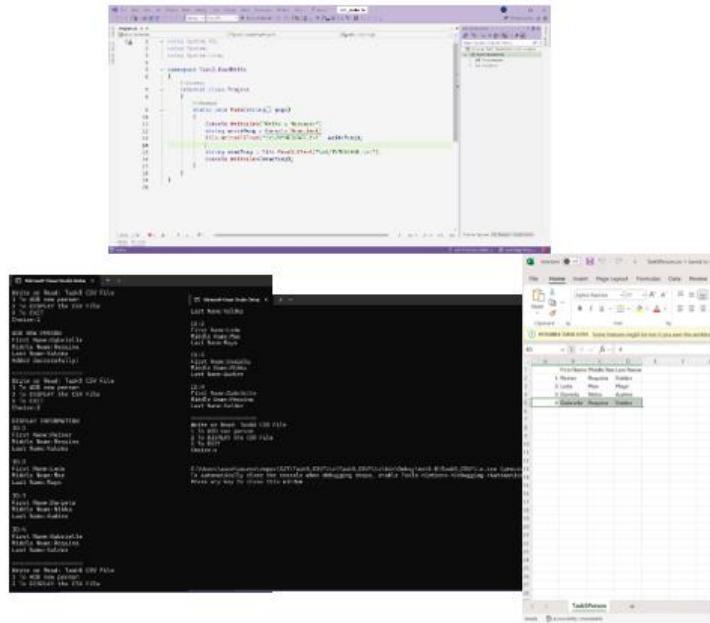


Figure 3. Automatic Task Using Task Scheduler

As shown in Figure 3, the Task Scheduler was utilized 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 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, then were put on the Task Scheduler, setting it up and readying it for the automation.



*Figure 4. Text and CSV file*

This system is the creation of a .txt and CSV file by entering an input in a console app (See Figure 4). The C# console will ask the user to input a message to be stored in a text file, creating a message and first, middle, and last name will be inputted to be stored in a spreadsheet, CSV file. In addition, a simple navigation was put in with a display option to show the data that was stored in CSV. JSON was installed in Visual Studio Community for this process.

## DATABASE MANAGEMENT USING MONGODB



The figure consists of three vertically stacked screenshots of a terminal window titled "MongoDB Test".

- Screenshot 1:** Shows the initial menu with options 1 through 6. A user has selected option 2 (Add Person) and is prompted to enter details for a new person named "jeanie". The command "db.2.insert({First Name:jeanie,Middle Name:Ruby,Last Name:Hill})" is run.
- Screenshot 2:** Shows the updated list of people. The user has selected option 3 (Display People) and is viewing the collection. The document "jeanie" is highlighted.
- Screenshot 3:** Shows the user selecting option 4 (Update Person) to change the middle name of "jeanie" to "Audrie". The command "db.2.update({First Name:jeanie},{\$set:{Middle Name:Audrie}})" is run.

Figure 5. CRUD with MongoDB

Figure 5 presents creating a CRUD application for the data using MongoDB and displaying it on a console app. Menu-like options were used for easy navigation. Each number is equal to Create, Display, Update, and Delete, with the additional number for exit of the console. The data that was used came from the previous Task that was stored in a CSV spreadsheet.

## CREATION AND TESTING OF APIs

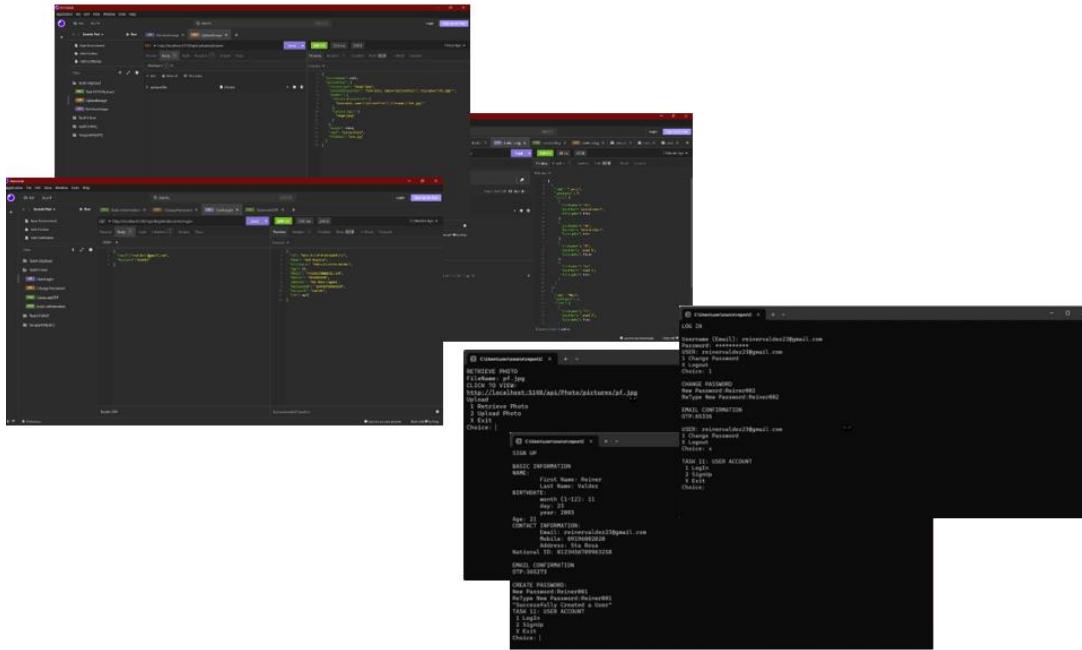


Figure 6. Testing of APIs using Insomnia and Console App

Figure 6 illustrates the use of Insomnia and console for testing APIs on the MVC. Familiarizing with the framework, MVC, and creating simple to complex API endpoints. The APIs were called and tested on Insomnia to ensure that the connection to the APIs was running properly. Post, Put, Delete, and Get were used for testing the sample API's endpoints.

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 solution, the APIs were called in the console app and task to use a RESTful API. To navigate on both system a simple navigation were used in this system leading to either User Registration or uploading of file.

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

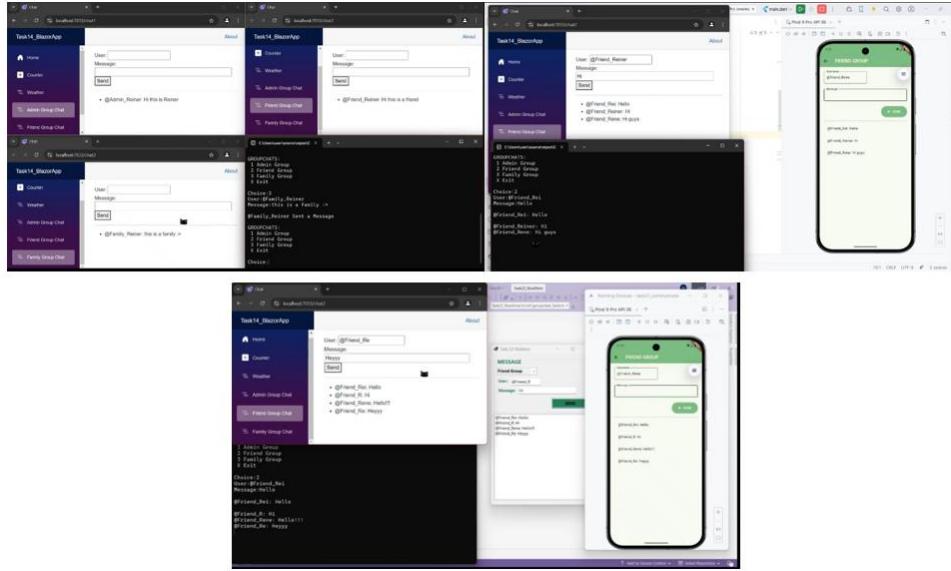


Figure 7. ChatHub using Web, Console, Mobile, Windows Form

Introducing the Signal R, a library adding real-time Functionality to Web applications. Blazor app was used to create the system of web applications. We created 3 group chats named Admin, Family, and Friends, which will be able to communicate with each other in real time, as shown in Figure 7.

With SignalR, creating proper communication while still having 3 groups and creating a connection between various platforms on Web, Console, Windows Form, and Mobile.

## DEVELOP A SIMPLE MOBILE APP USING FLUTTER

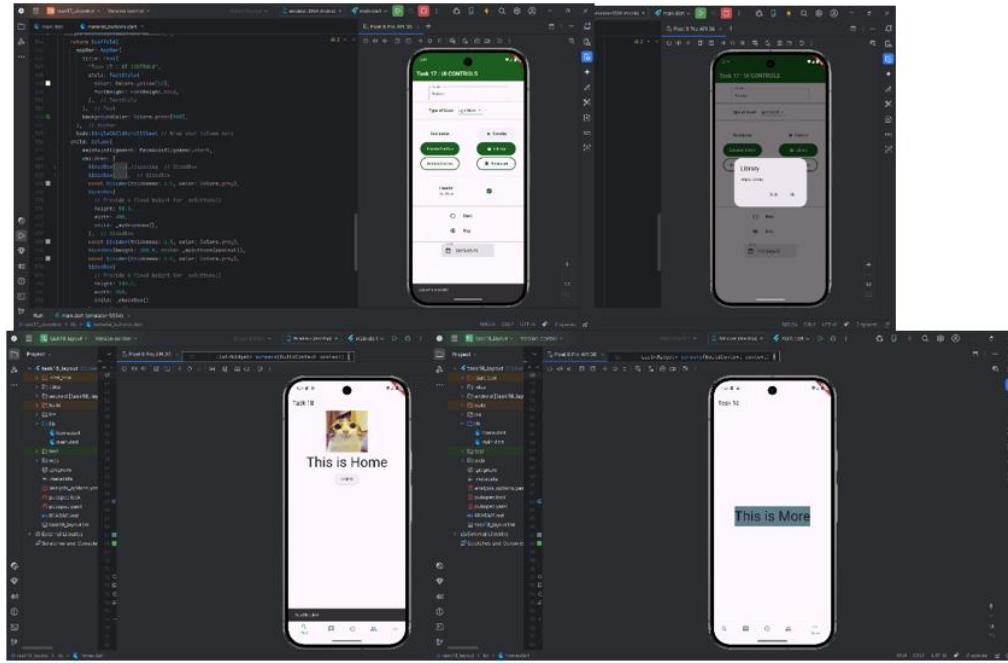


Figure 8. User Interface using Flutter in Android Studio

Using software tool Android Studio, or use a visual studio, they created simple User Interface to familiarize in syntax, controls and such. On the one mobile app, in one page various controls were put together like, button, text field, dropdown, date time and more.

Continuing the familiarization in Flutter, another mobile app was created to have a bottom navigation with each page having a simple text, and one of them has an image that has a button, and a snack bar will appear at the bottom.

## USER REGISTRATION (CONSOLE, WEB, MOBILE)

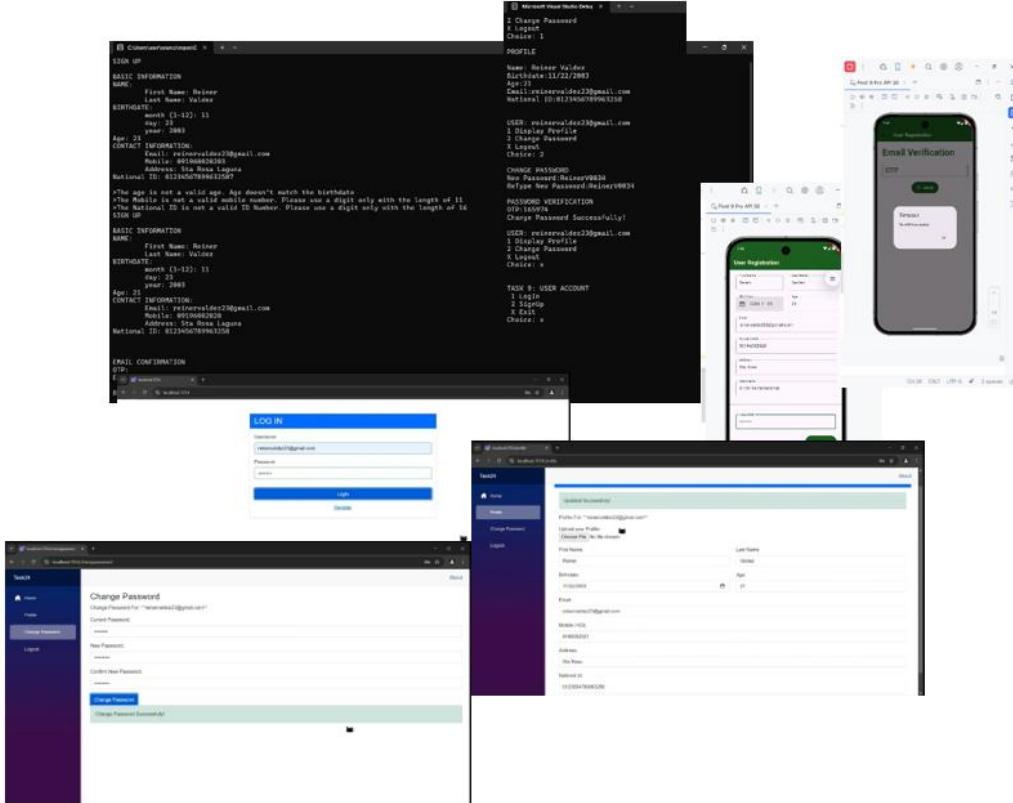


Figure 9. User Registration in console, web, mobile

The User Registration system was created on various platforms together with a database of MongoDB (see Figure 9.). There is an OTP in change password and registration, it was sent through email that has an expiration of 2 minutes. In Console app, the system can resend 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 was 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. A JWT Token was used to ensure the Authentication and Authorization of the User.

## AUTHENTICATION AND AUTHORIZATION USING JWT TOKEN

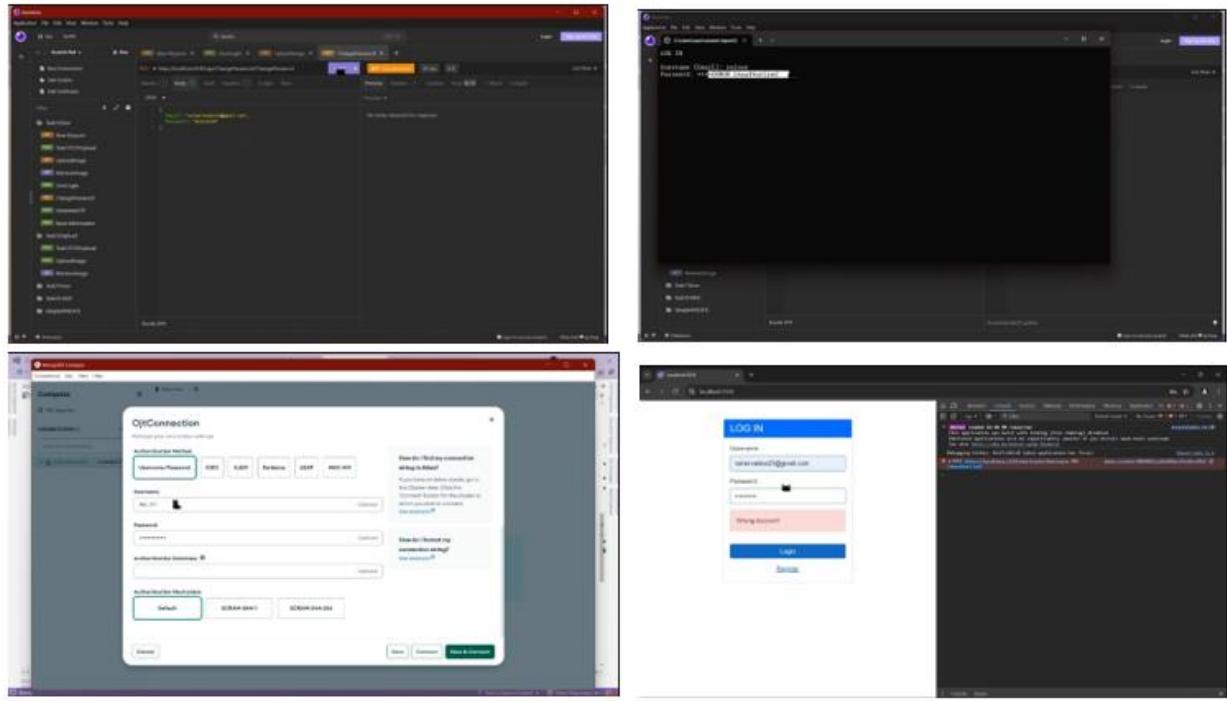


Figure 10. JWT Token testing and Authenticate Database

This task was focused on Authorization and Authentication using JSON Web Token and adding a username and password to the Database. Shown in Figure 10, a 401 Unauthorized response will appear if the user doesn't have the right credentials and tries to access pages before logging in. The authorization was tested on Insomnia, Console, and web.

## MODULE 3 CHAT MESSAGES

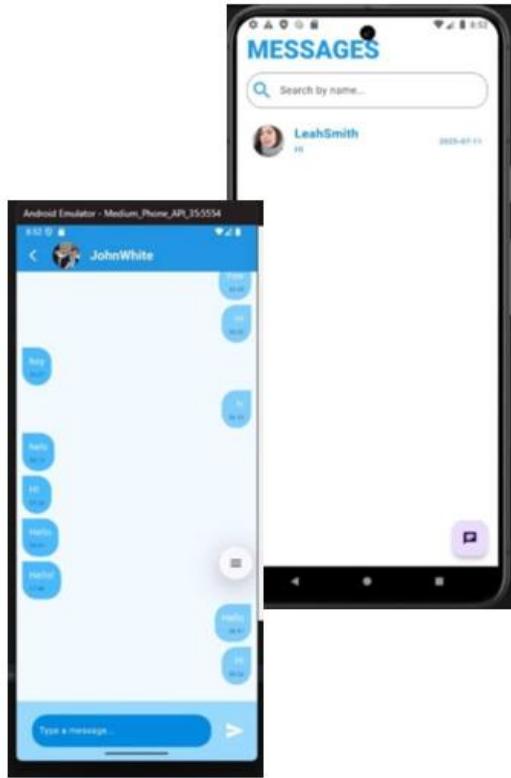


Figure 11. Initial Module 3 Messages

Figure 11 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.

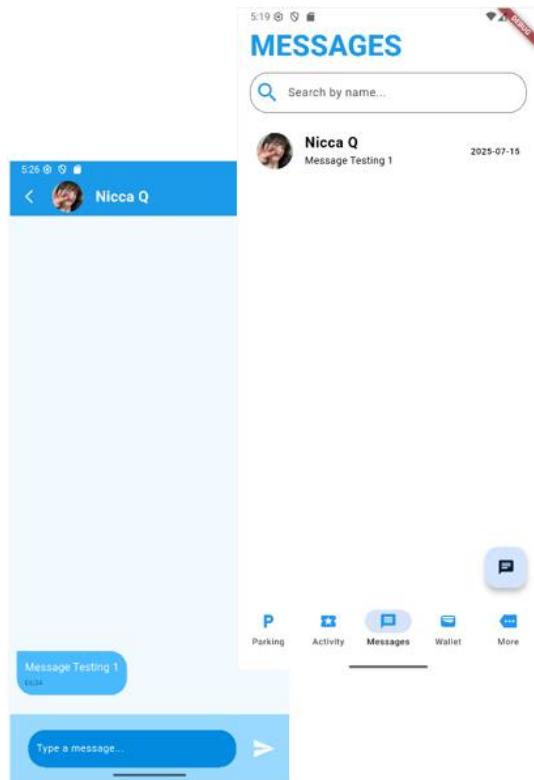


Figure 12. Current Module 3 Message

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**

While undertaking her practicum, Reiner gained significant knowledge, encompassing both technical and soft skills. For technical skill, she was able to effectively use various software tools, frameworks, and others that she 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, she significantly improved in soft skills. She learned to collaborate and communicate better with my peers during team projects and gained better confidence in asking and socializing more. This practicum also refined her organizational skills and gained better coding practices. These Learning gains have broaden her knowledge and experience that could contribute for her future professional development.

### **REALIZATION**

During the duration of working in the Company of iNeed. She experienced and learned various tools and frameworks that in relatively short time she 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 she were able to collaborate more gaining confidence in her social skills such as she become more communicative and asking inquiries from her superiors and other trainees. Her organization in files and codebase upskilled; moreover, with a fast-paced environment, she was able to adapt more than she expected, despite being busy with other work. Because of the training plan of iNeed, it reminded her again that the simpler the task, the harder it was. She overthinks those simpler tasks as she got used to complex tasks, as those simpler tasks were the foundations for more challenging tasks, she thought that she needed to hone and work them more.

## **CONCLUSION**

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

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

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

#### EXPERIENCE

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

#### PROJECTS

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

<b>Smart access control and Monitoring System</b> <i>Member – Mobile App Developer</i>	<b>June 2024 – July 2024</b>
<ul style="list-style-type: none"><li>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.</li><li>Implements a system in an establishment that can be accessed only by authenticated and authorized people using RFID sensor, LED and Buzzer.</li></ul>	

<b>Light Motion Sensor</b> <i>Member – Web Developer</i>	<b>February 2024 – March 2024</b>
<ul style="list-style-type: none"><li>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.</li><li>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.</li></ul>	

#### VOLUNTEERING

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

#### 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

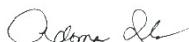
Dear Ms. Cardines,

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](mailto:aillao@mcl.edu.ph)  
(049) 832-4076

## Appendix C

### Practicum Confirmation and Acceptance Form



REVISION NO.: 00

REVISION DATE: May 10, 2016

#### PRACTICUM CONFIRMATION AND ACCEPTANCE FORM

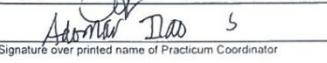
##### IMPORTANT INFORMATION

- 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	
 Dhalia T. Cardines Signature over Printed Name	Admin Official Designation
Engineering Department Department	admin@ineed.com.ph / 0917-771-7275 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)

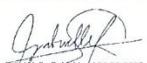
##### **NOTED BY:**

Admiral Hao 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

 <b>MCL</b> Malayan Colleges Laguna A MAPUA SCHOOL	<small>REVISION NO:</small> 00 <small>REVISION DATE:</small> May 10, 2016								
<b>TRAINING PLAN</b>									
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">NAME</td> <td>Reiner Gabrielle R. Valdez</td> <td style="width: 25%;">COURSE CODE</td> <td>IT199F</td> </tr> <tr> <td>PROGRAM &amp; STUDENT NO.</td> <td>BSIT - 2021160610</td> <td>COURSE TITLE</td> <td>IT PRACTICUM</td> </tr> </table>		NAME	Reiner Gabrielle R. Valdez	COURSE CODE	IT199F	PROGRAM & STUDENT NO.	BSIT - 2021160610	COURSE TITLE	IT PRACTICUM
NAME	Reiner Gabrielle R. Valdez	COURSE CODE	IT199F						
PROGRAM & STUDENT NO.	BSIT - 2021160610	COURSE TITLE	IT PRACTICUM						
<b>STUDENT OUTCOMES</b>									
<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>									
<b>AREAS / PHASES OF TRAINING AND TIME ALLOTMENT</b>									
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 75%;">A. Company Orientation / Training Orientation</td> <td style="width: 25%; text-align: right;">- 8 hours</td> </tr> <tr> <td>B. Software Development (but not limited to Research and Implementation)</td> <td style="text-align: right;">- 382 hours</td> </tr> <tr> <td>C. Career Planning and Skills Development</td> <td style="text-align: right;">- 80 hours</td> </tr> <tr> <td>D. Technical Documentation</td> <td style="text-align: right;">- 16 hours</td> </tr> </table>		A. Company Orientation / Training Orientation	- 8 hours	B. Software Development (but not limited to Research and Implementation)	- 382 hours	C. Career Planning and Skills Development	- 80 hours	D. Technical Documentation	- 16 hours
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<b>EVALUATION GUIDELINES &amp; COURSE OUTCOMES</b>									
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">DEMONSTRATION OF SOFT SKILLS (40%)</th> <th style="width: 50%;">DEMONSTRATION OF TECHNICAL SKILLS (60%)</th> </tr> </thead> <tbody> <tr> <td> <b>KEY AREAS</b>  <b>COMMUNICATION SKILLS (20%)</b>            Relate to co-trainees/supervisors terminologies and rules Recite procedures and instructions needed for the tasks Identify and describe safety signs and symbols Ask critical questions related to the tasks Produce well-written regular and incident reports Prepares and presents reports using Information and Communication Technology (ICT)   <b>PROFESSIONAL DEPORTMENT (20%)</b>            Observes proper grooming and attire Reports to work regularly on time and as necessary, even beyond prescribed working hour Acts according to the job description given by the company Willing to accept new tasks apart from the usual routine and responsibilities Delivers quality output on time Demonstrates respect for different individuals   <b>INITIATIVE (+5%)</b>            Volunteers to perform tasks beyond routine tasks         </td> <td> <b>KEY AREAS</b>  <b>Demonstration of Technical Skills (40%)</b> <ul style="list-style-type: none"> <li>Able to demonstrate basic programming skills in problem-solving and complete short tasks, with knowledge of fundamental paradigms (10%)</li> <li>Able to use database tools and techniques to accomplish given data management tasks efficiently and accurately. (5%)</li> <li>Able to identify, analyze, and resolve issues or bugs during development. (5%)</li> <li>Able to build mobile applications, interact with APIs, and create user interfaces for both desktop and console applications (20%)</li> </ul> <b>Documentation and Skill Development (20%)</b> <ul style="list-style-type: none"> <li>Able to write documentation of various technical aspects, including functionality, architecture, design, and usage with clarity and consistency (5%)</li> <li>Able to understand and apply foundational Project Management principles practically, integrating and adapting to emerging technologies in professional settings. (10%)</li> <li>Able to set career goals, understand personal strengths, explore career paths, engage in self-discovery and develop leadership and management skills (5%).</li> </ul> <b>INITIATIVE (+5%)</b>            Volunteers to perform tasks beyond routine tasks         </td> </tr> </tbody> </table>		DEMONSTRATION OF SOFT SKILLS (40%)	DEMONSTRATION OF TECHNICAL SKILLS (60%)	<b>KEY AREAS</b> <b>COMMUNICATION SKILLS (20%)</b> Relate to co-trainees/supervisors terminologies and rules Recite procedures and instructions needed for the tasks Identify and describe safety signs and symbols Ask critical questions related to the tasks Produce well-written regular and incident reports Prepares and presents reports using Information and Communication Technology (ICT)  <b>PROFESSIONAL DEPORTMENT (20%)</b> Observes proper grooming and attire Reports to work regularly on time and as necessary, even beyond prescribed working hour Acts according to the job description given by the company Willing to accept new tasks apart from the usual routine and responsibilities Delivers quality output on time Demonstrates respect for different individuals  <b>INITIATIVE (+5%)</b> Volunteers to perform tasks beyond routine tasks	<b>KEY AREAS</b> <b>Demonstration of Technical Skills (40%)</b> <ul style="list-style-type: none"> <li>Able to demonstrate basic programming skills in problem-solving and complete short tasks, with knowledge of fundamental paradigms (10%)</li> <li>Able to use database tools and techniques to accomplish given data management tasks efficiently and accurately. (5%)</li> <li>Able to identify, analyze, and resolve issues or bugs during development. (5%)</li> <li>Able to build mobile applications, interact with APIs, and create user interfaces for both desktop and console applications (20%)</li> </ul> <b>Documentation and Skill Development (20%)</b> <ul style="list-style-type: none"> <li>Able to write documentation of various technical aspects, including functionality, architecture, design, and usage with clarity and consistency (5%)</li> <li>Able to understand and apply foundational Project Management principles practically, integrating and adapting to emerging technologies in professional settings. (10%)</li> <li>Able to set career goals, understand personal strengths, explore career paths, engage in self-discovery and develop leadership and management skills (5%).</li> </ul> <b>INITIATIVE (+5%)</b> Volunteers to perform tasks beyond routine tasks				
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<b>CONFORME</b>	<b>CONSENT (FOR MINORS ONLY)</b>	<b>NOTED BY</b>	<b>ENDORSED BY</b>	<b>APPROVED BY</b>					
 <small>Reiner Gabrielle R. Valdez / 04-28-2025</small> <small>SIGNATURE OVER PRINTED NAME OF STUDENT / DATE</small>	<small>SIGNATURE OVER PRINTED NAME OF PARENT/ GUARDIAN / DATE</small>	<small>✓ Jonarc S. Cardines / 29Apr25</small> <small>SIGNATURE OVER PRINTED NAME OF PRACTICUM SUPERVISOR / DATE</small>	 <small>✓ 7/17/2025</small> <small>SIGNATURE OVER PRINTED NAME OF PRACTICUM ADVISER / DATE</small>	 <small>✓ 7/17/2025</small> <small>SIGNATURE OVER PRINTED NAME OF PROGRAM CHAIR / DATE</small>					

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## Appendix F

### Weekly Journal



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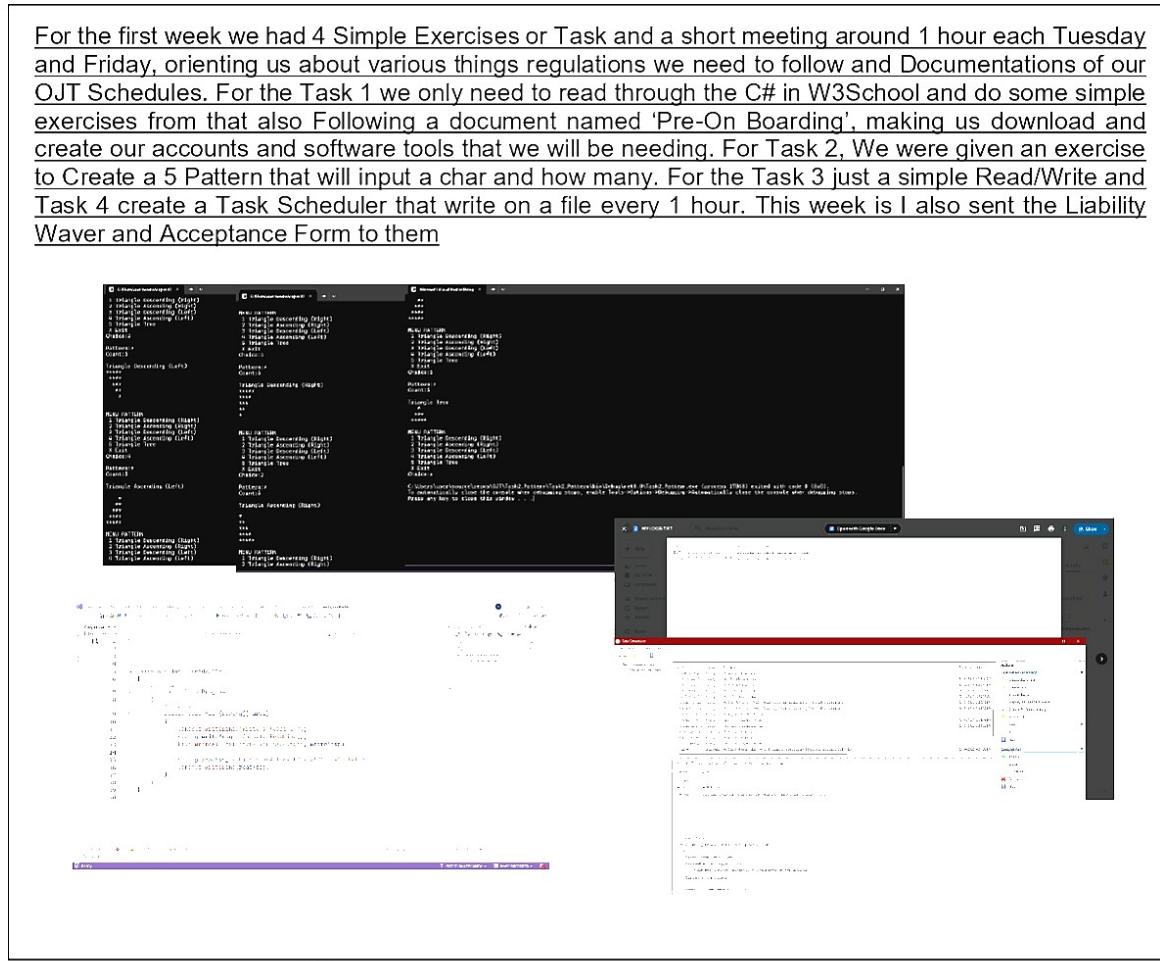
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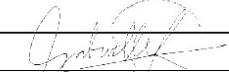
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DATE	Week #1: April 22 – 25, 2025	AREA ASSIGNMENT	Console Application Development
TASK	Task 1 - 4	SHIFT/TIME	8:00 AM – 5:00 PM

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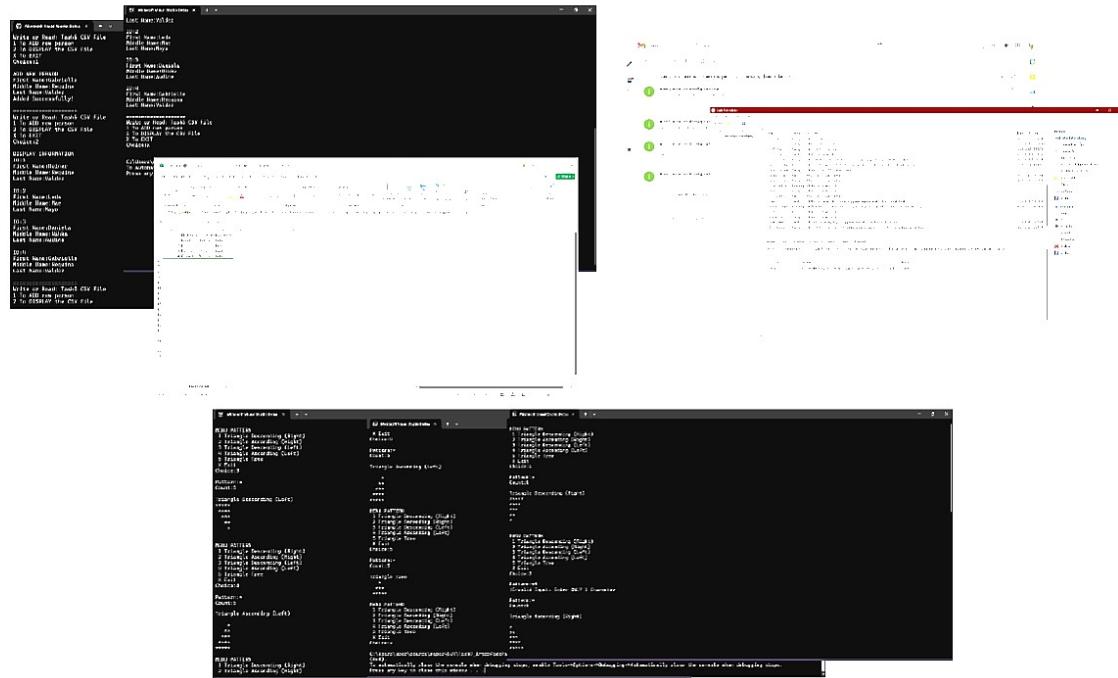
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DATE	Week #2: April 28 – May 2 ,2025	AREA ASSIGNMENT	Console Application Development
TASK	Task 5 - 9	SHIFT/TIME	8:00 AM – 5:00 PM

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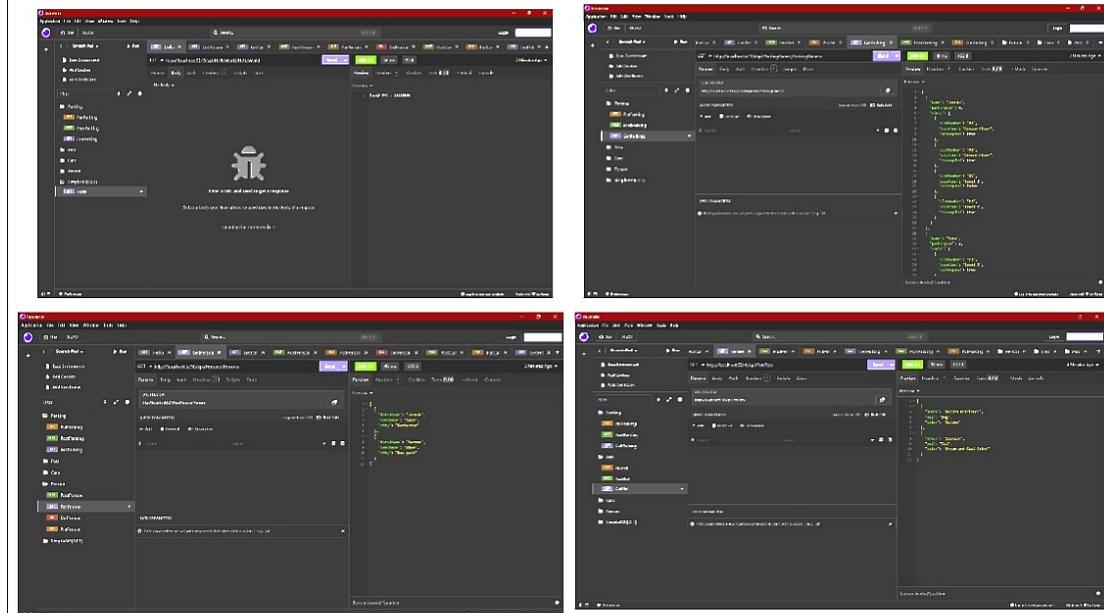
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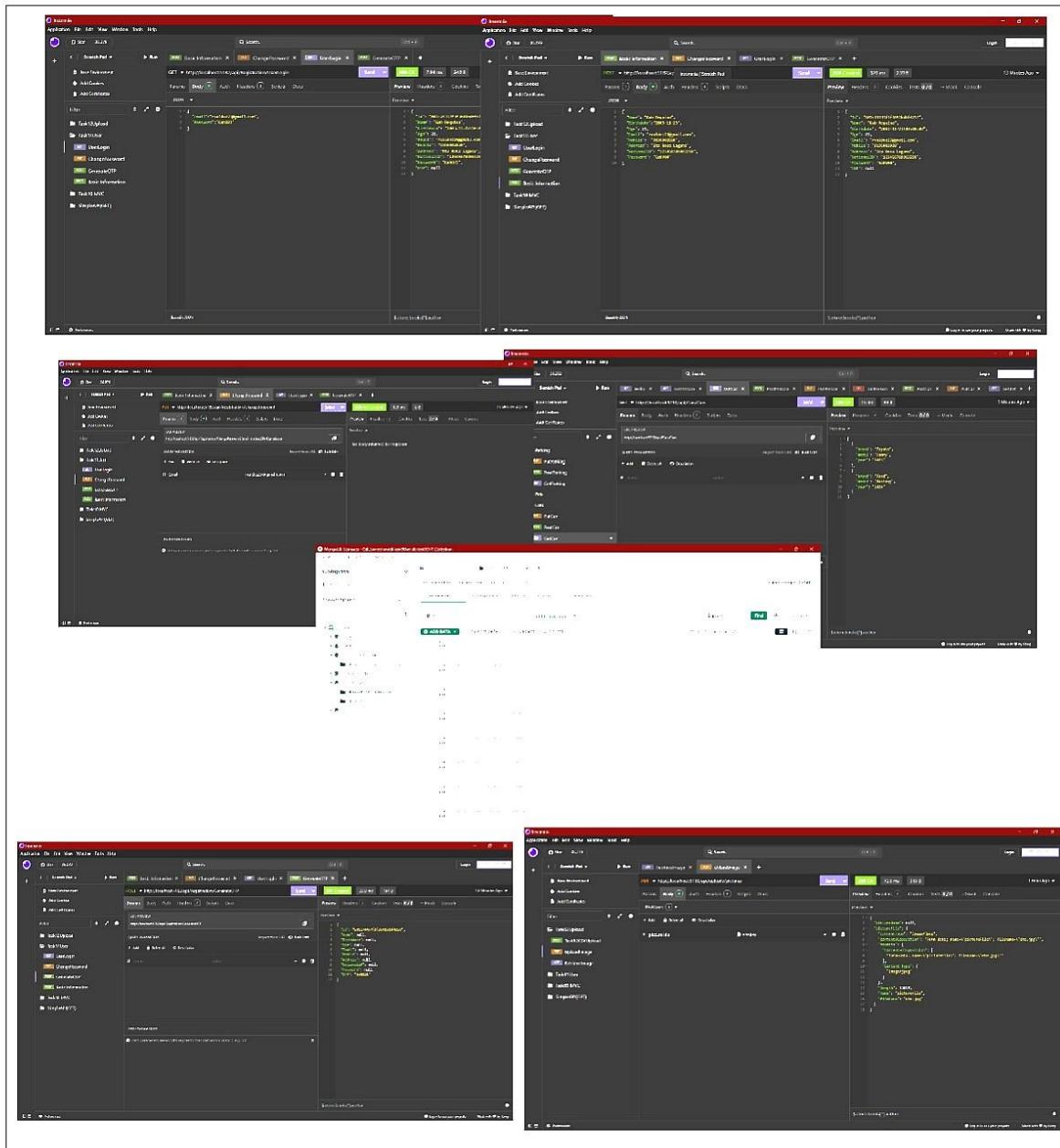
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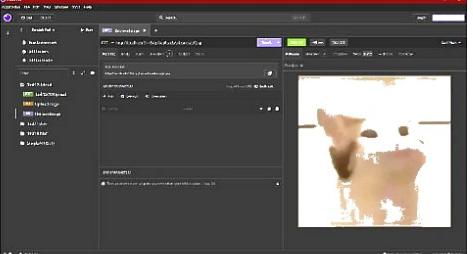
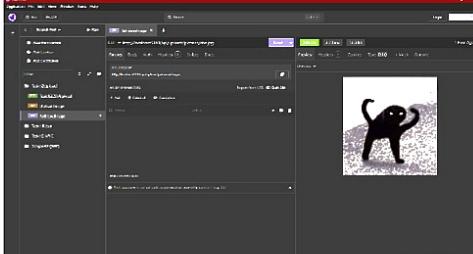
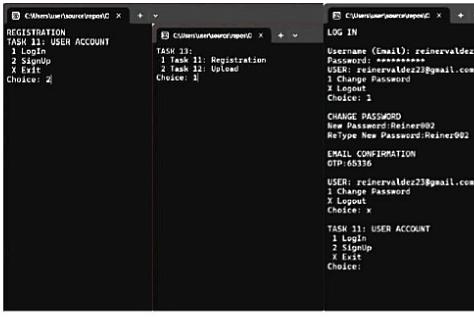
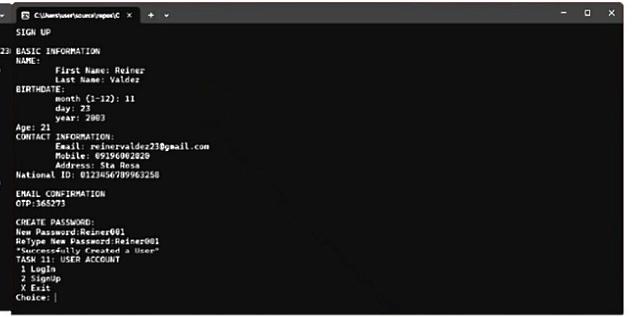
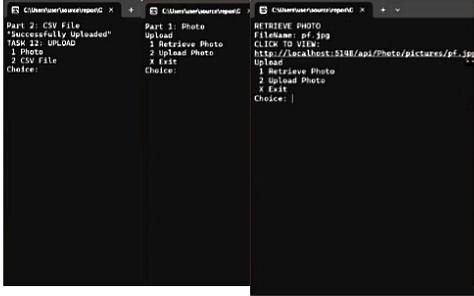
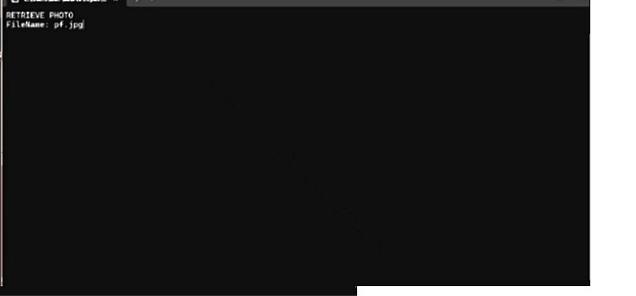
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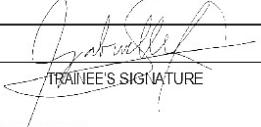
DATE	Week #3: May 5 – 9 ,2025	AREA ASSIGNMENT	Backend Development
TASK	Task 10 - 13	SHIFT/TIME	8:00 AM – 5:00 PM

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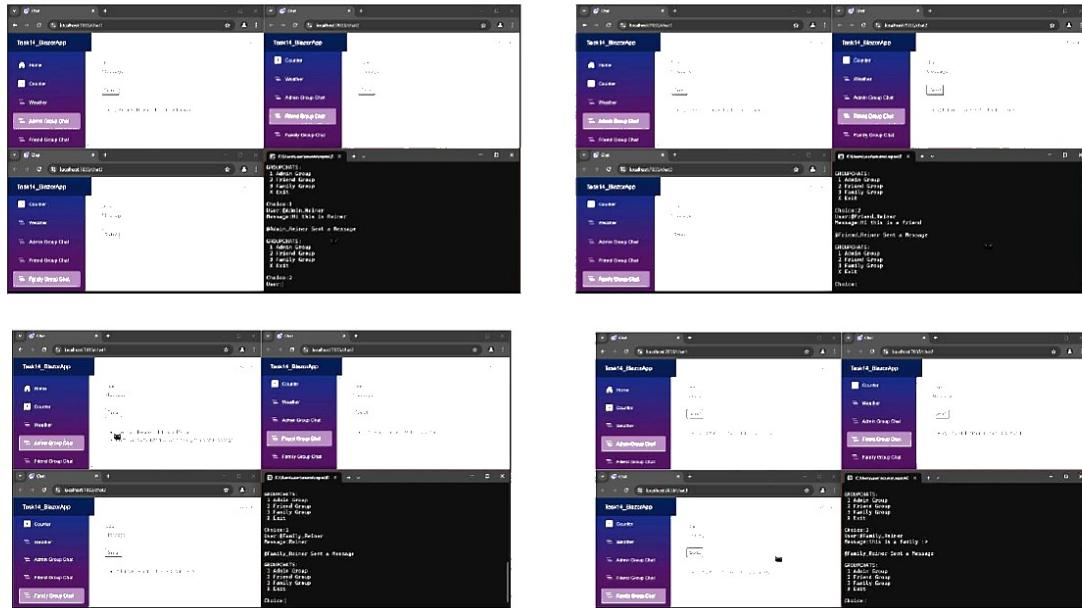
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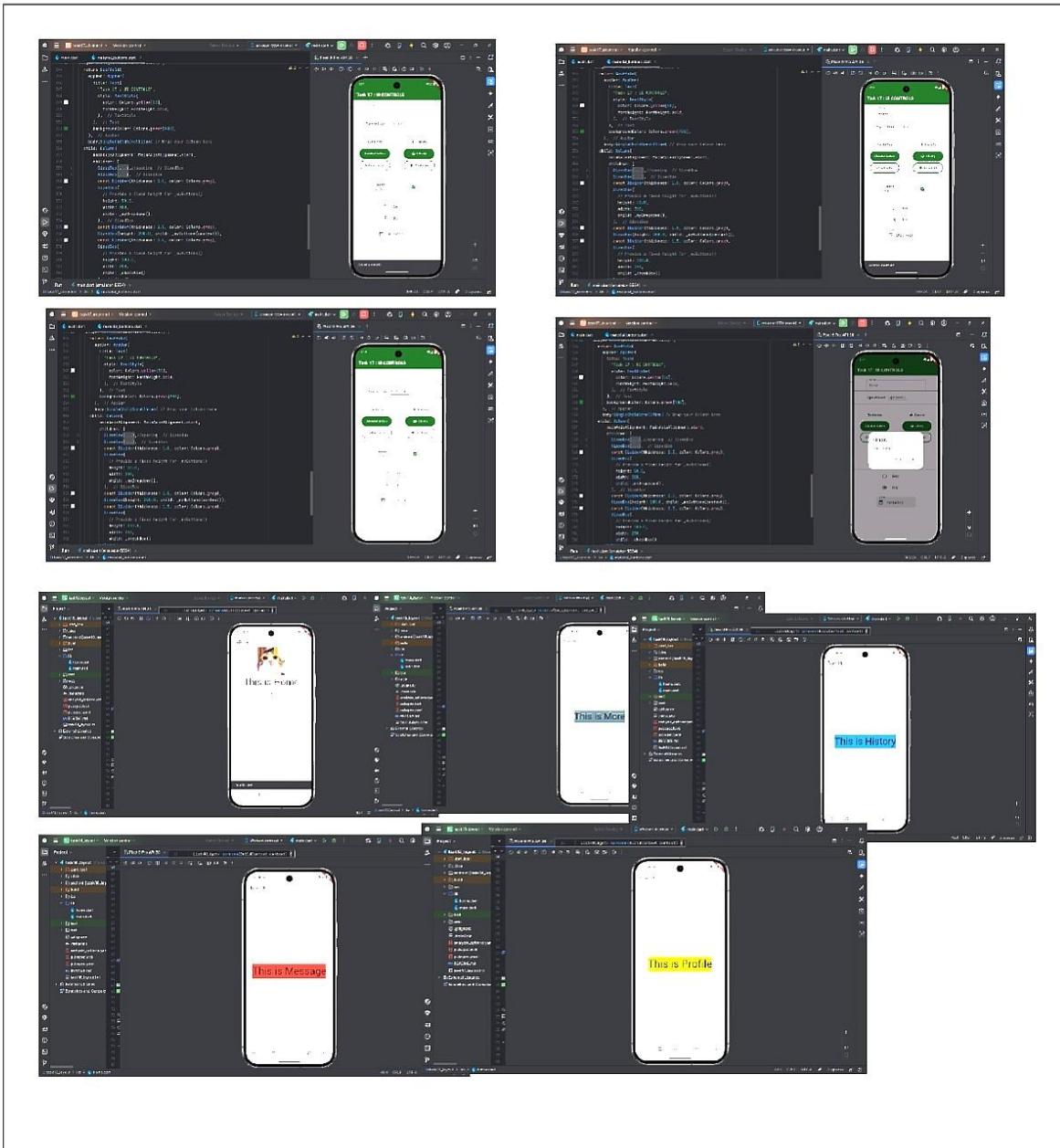
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DATE	Week #4: May 13 – 16 ,2025	AREA ASSIGNMENT	Web and Mobile Application Development
TASK	Task 14 - 18	SHIFT/TIME	8:00 AM – 5:00 PM

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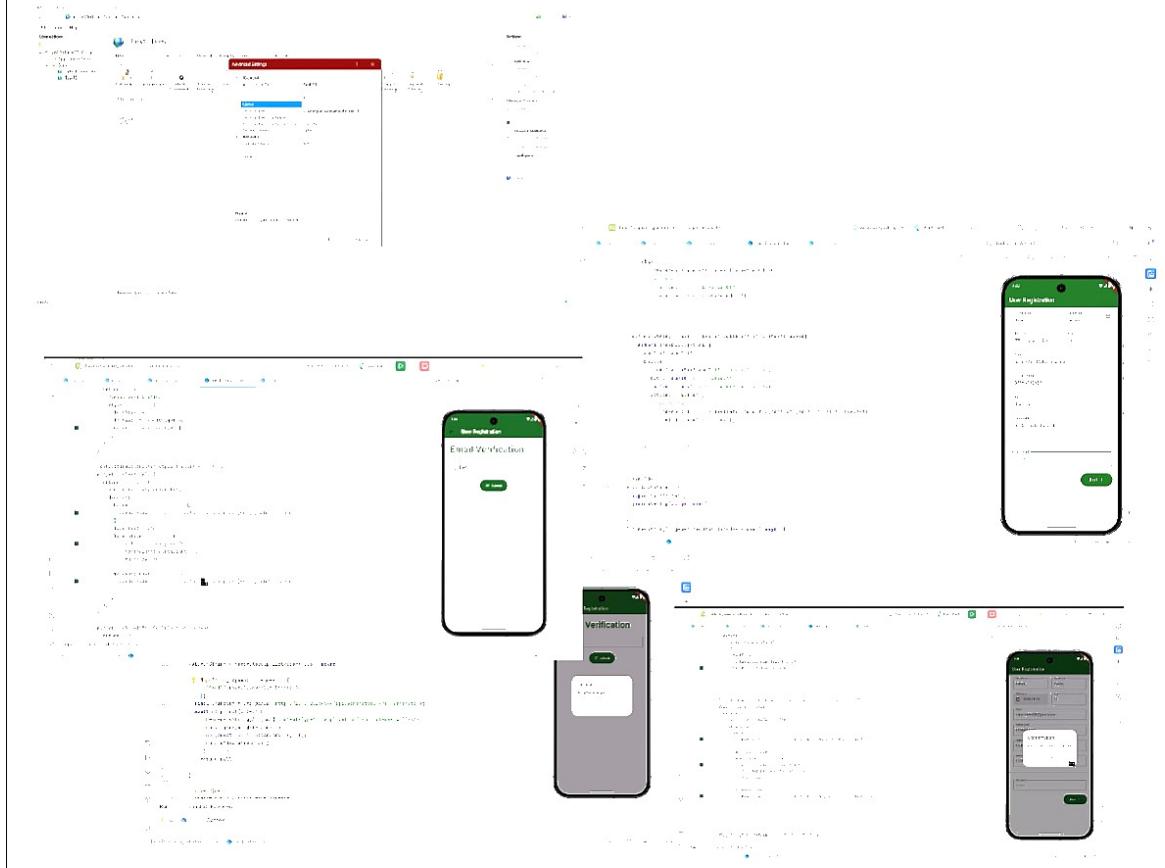
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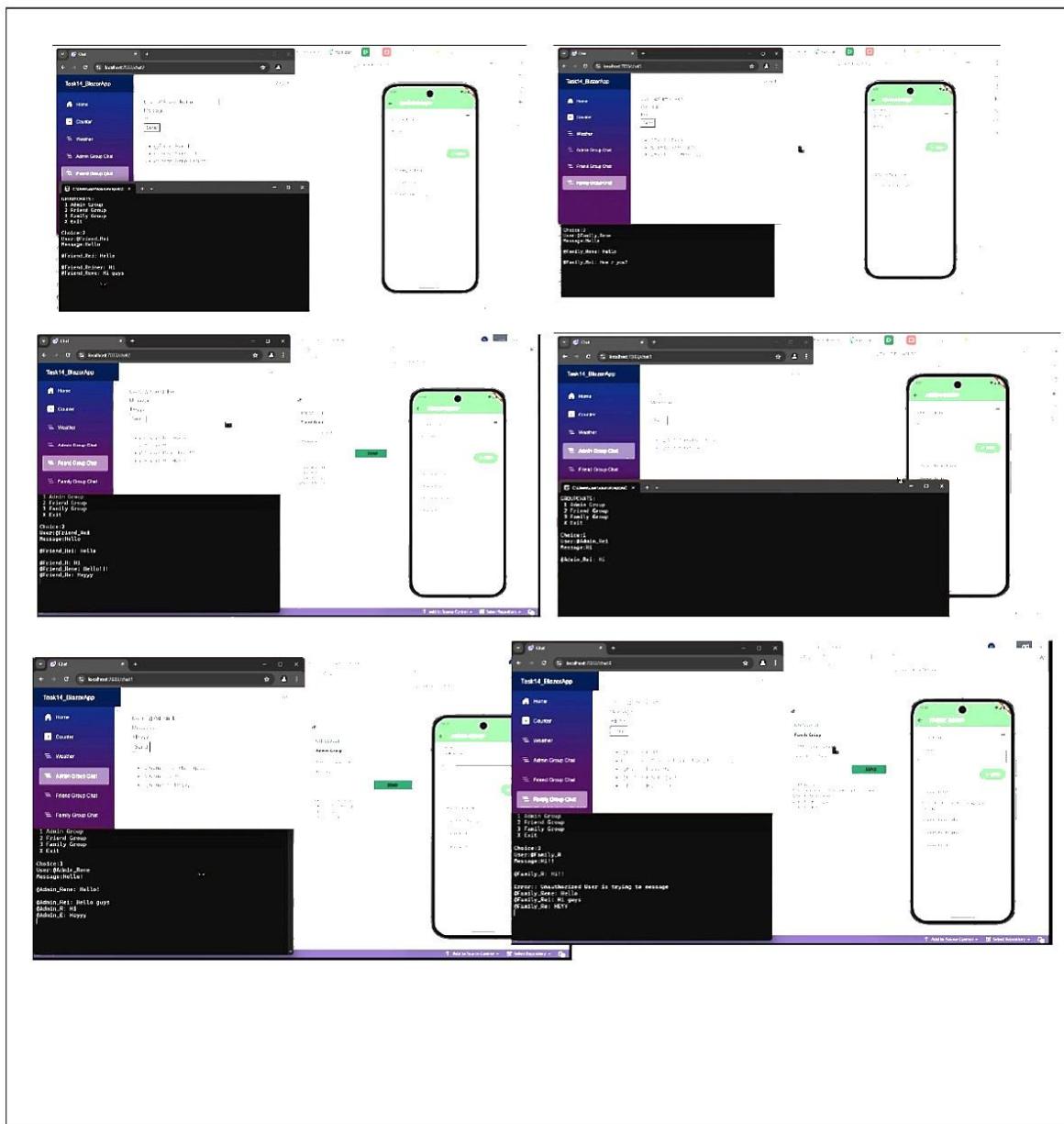
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DATE	Week #5: May 19 – 23 ,2025	AREA ASSIGNMENT	Web and Mobile Application Development
TASK	Task 19 - 22	SHIFT/TIME	8:00 AM – 5:00 PM

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 "UVL-ES" and "username:password" entered.
- Screenshot 3: A MongoDB Compass interface showing a database named "insomnia" with collections like "JWT" and "User".
- Screenshot 4: A Blazor application's login screen with a "LOG IN" button.

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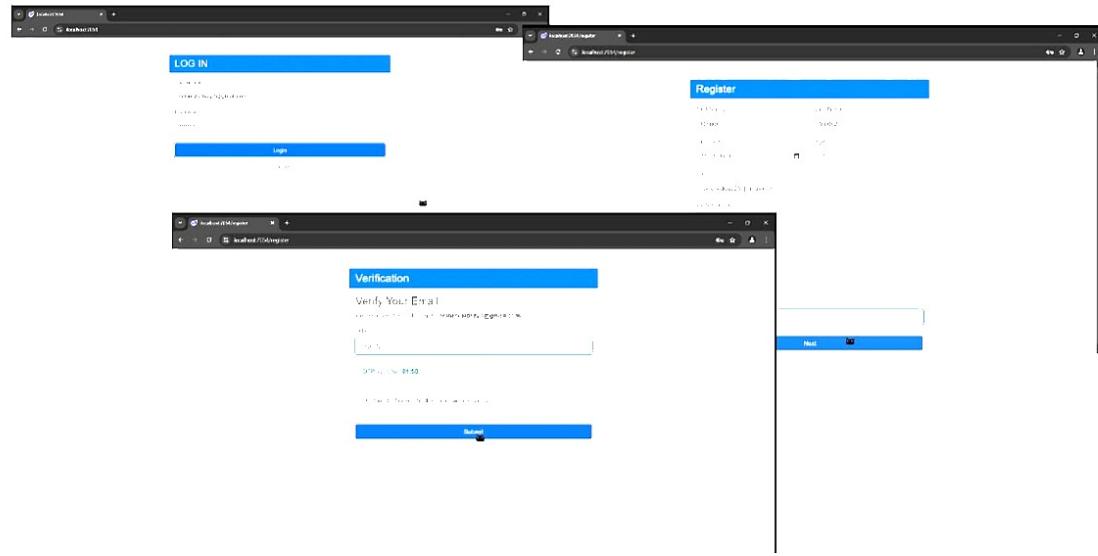
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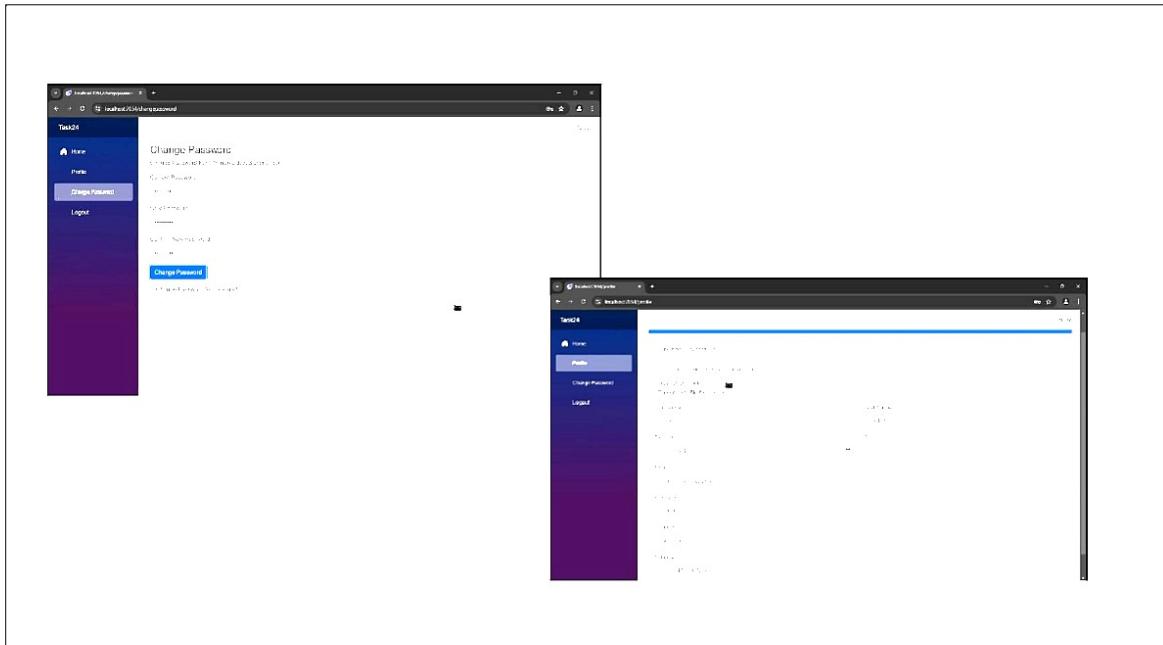
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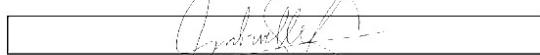
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DATE	Week #7: June 2 – 5 ,2025	AREA ASSIGNMENT	Web application development
TASK	Task 23- 24	SHIFT/TIME	8:00 AM – 5:00 PM

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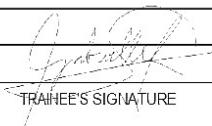
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DATE	Week #8: June 9 – 13 ,2025	AREA ASSIGNMENT	Software Development
TASK	Planning	SHIFT/TIME	8:00 AM – 5:00 PM

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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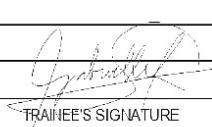
DATE	Week #10: June 23 – 27 ,2025	AREA ASSIGNMENT	Software Development
TASK	Modification and GUI	SHIFT/TIME	8:00 AM – 5:00 PM

**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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TRINEE'S SIGNATURE



**Malayan Colleges Laguna**  
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**DAILY JOURNAL**

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.
  - HARD COPIES OF THIS FORM SHOULD BE COMPILED AS PART OF THE STUDENT'S PORTFOLIO.

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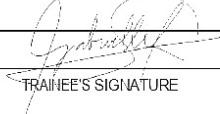
DATE	Week #12: July 7 – 11, 2025	AREA ASSIGNMENT	Software Development
TASK	Project Development	SHIFT/TIME	8:00 AM – 5:00 PM

**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 began 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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