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REPORT ON LEARNING PROCESS

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Executive Summary

This document deals with the author experiences and learning process as a beginner and intern. It also represents the achievements and challenges during the learning process. The scope of this document is to identify and describe the analysis carried out, projects completed, experience gained and focuses on the achievements.

The Internship Program Office of IICT, SUST offers their bachelor's student to take an internship during their 7th semester. The goal of offering and taking this internship is to provide students with the opportunity to get practical work experiences and applied software engineering practices in real life projects. It is a golden opportunity for the student to learn new things and getting familiar with the industry during their student life

Being a bachelor program student of IICT, I was offered to take an internship at Secure Link Service BD Ltd, a well-known, multinational software company in Bangladesh. I have joined SELISE as an intern. I was cordially welcomed by the SELISE family. However, after getting proper training, I started working as a frontend developer along with practicing various software engineering practices. I was treated as an employee and got all the facilities just like other employees. I have explored new technologies and practices, got familiar with industry people and faced new challenges. I feel really fortunate to have support and mentoring from all of my teammate and team leaders.

During my last six semesters, I have learned many software engineering practices. However, it all about to theoretical knowledge but in the internship, I found a practical implementation of that such as agile process of development, scrum, sprint etc. It really helps me to make the link between my theoretical knowledge' s with the practical implementations. Now I am currently working in a team for developing real life projects. The experience of working this project help me both develop my problem-solving skills and practicing the software engineering best practices. This internship program helps me to improve my skills, confidence and provide me an opportunity to be a professional Software Engineer.

Table of Contents

CHAPTER 1: INTRODUCTION 5

CHAPTER 2: Learning CSS & SCSS 6
2.1 Home page.....6
2.2 Template 7
2.3 Personal Assistant Home Page..... 8

CHAPTER 3: Learning JavaScript & ES6 9
3.1 DicePigGame..... 9
3.2 Budget Application.....10

CHAPTER 4: Learning Angular 11
4.1 To-do list 12
4.2 Employee Management System.....13

CHAPTER 1: INTRODUCTION

Every Web Developer must have a basic understanding of HTML, CSS, and JavaScript. Responsive Web Design is used in all types of modern web development.

A front-end developer is someone who takes a client or design team's website design and writes the code needed to implement it on the web. Before starting Angular, anyone need to know the basic idea of HTML, CSS and JavaScript.

So, we started our learning process with CSS. I made a simple home page website. Then I started to learn SCSS. I made a personal assistant home page with SCSS.

After finishing CSS and SCSS, I have started learning JavaScript. I did a simple dice game and budget application with JavaScript and employee management application with Angular 6.

Next chapter, I will describe the resources from where I've learnt those things.

➢ CSS

➢ SCSS

➢ JavaScript

➢ ES6

➢ Angular

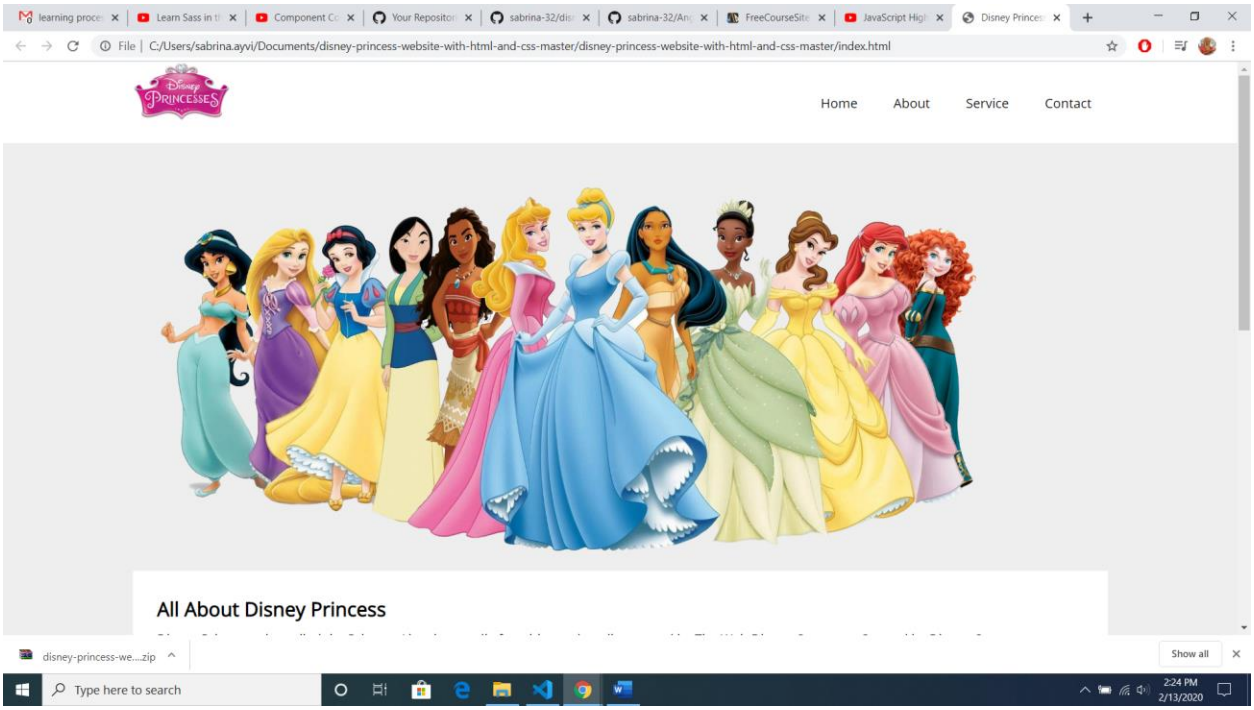
2.1 Home page

Learning Materials: Making website Home page with top nav-bar

Duration: 1 Day

Resource Link: w3school, many tutorials from Youtube.

Github Link: https://github.com/sabrina-32/disney-princess-website-with-html-and-css



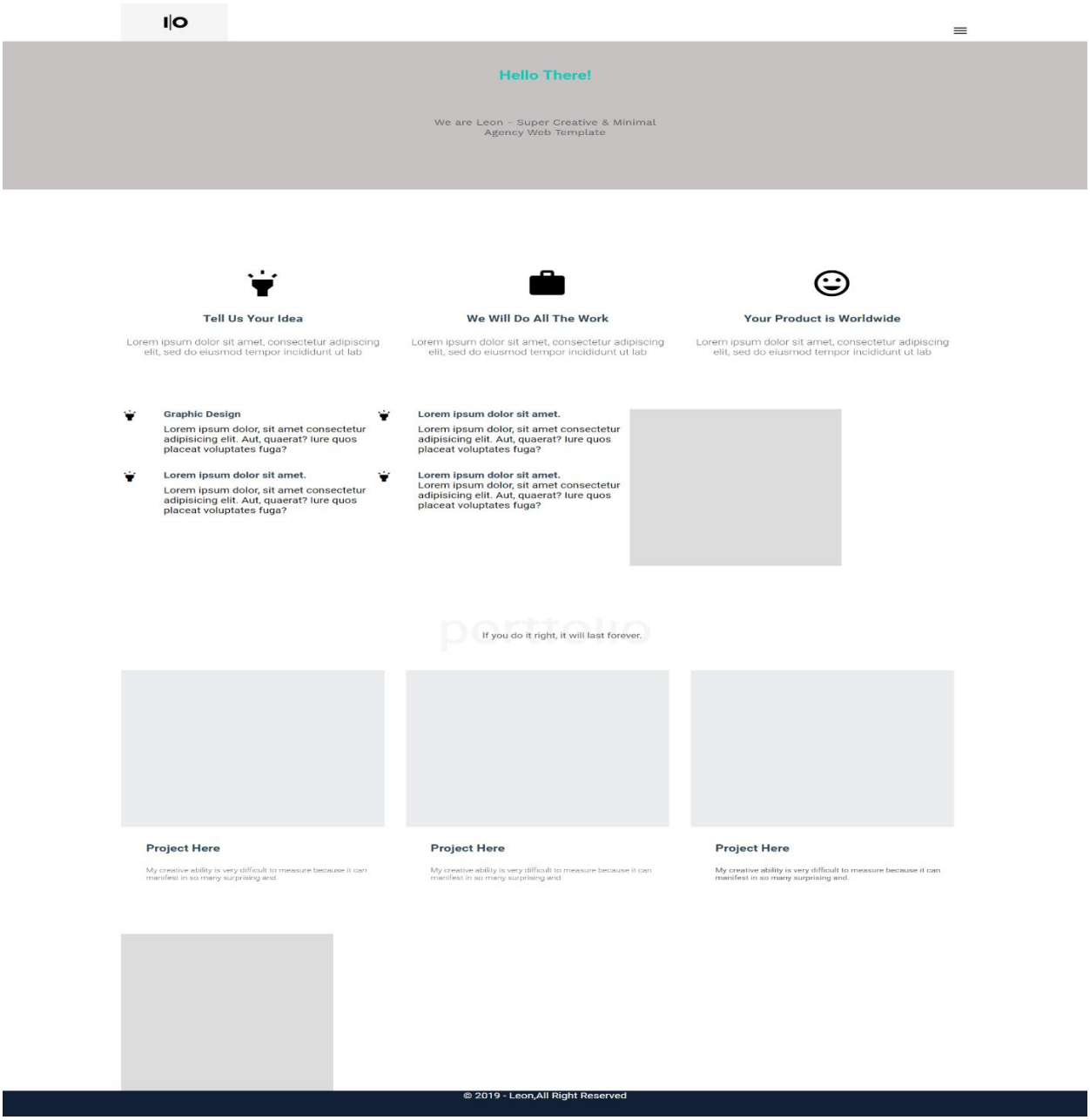
2.2 Template

Learning Materials: responsive website

Duration: 1.5 days

Resourse Link: w3school and youtube

Github Link: https://github.com/sabrina-32/home-page-template



2.3 Personal Assistant Home Page

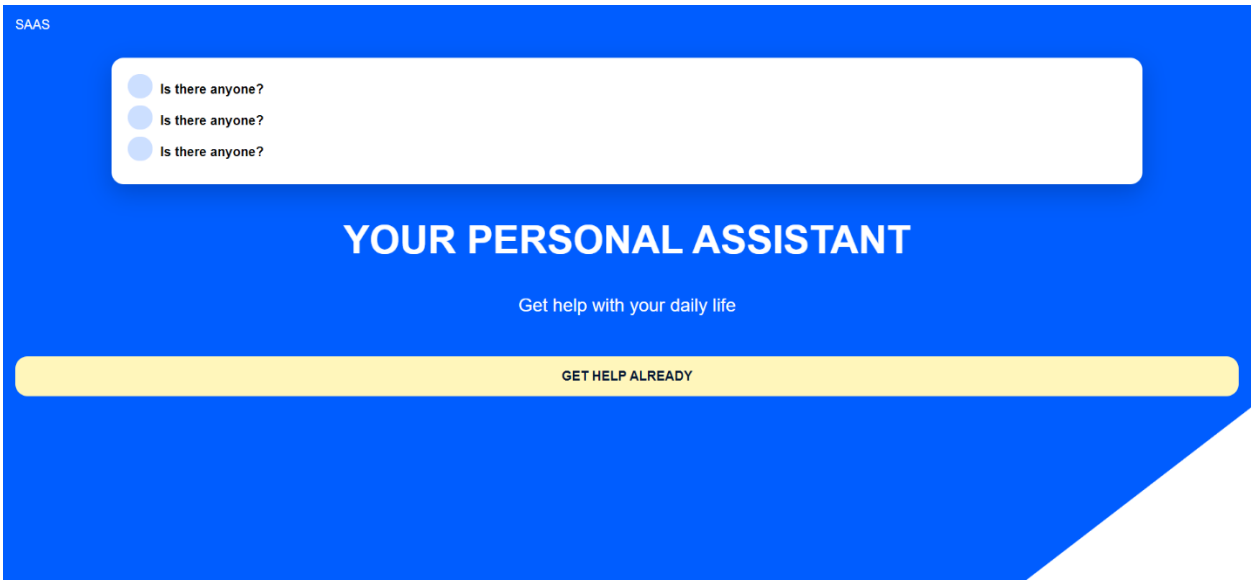
Learning Materials: SASS installation and properties, syntax

Duration: 1 day

Resourse Link:

- DesignCourse**:** https://www.youtube.com/watch?v=roywYSEPSvc
- egghead.io: https://egghead.io/lessons/css-transpile-scss-to-css-using-node-sass

Github link: https://github.com/sabrina-32/SCSS-SASS



CHAPTER 3: Learning JavaScript & ES6

Github link:

Learning-JS-ES6: https://github.com/sabrina-32/Learning-JS-ES6
Asynchronous-JavaScript: https://github.com/sabrina-32/Asynchronous-JavaScript
Fetch-AJAX-Promise: https://github.com/sabrina-32/Fetch-AJAX-Promise

3.1 Dice Pig Game

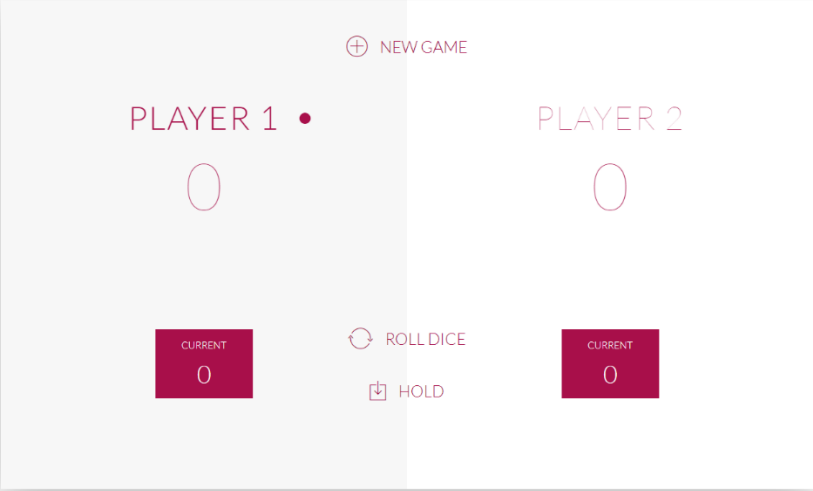
Learning Materials: JS basics , DOM

Duration: 1 Day

Resourse Link: Complete JavaScript Course By Jonas Schmedtmann

Github link: https://github.com/jonasschmedtmann/complete-javascriptcourse

Github Link: https://github.com/sabrina-32/Pig-Game



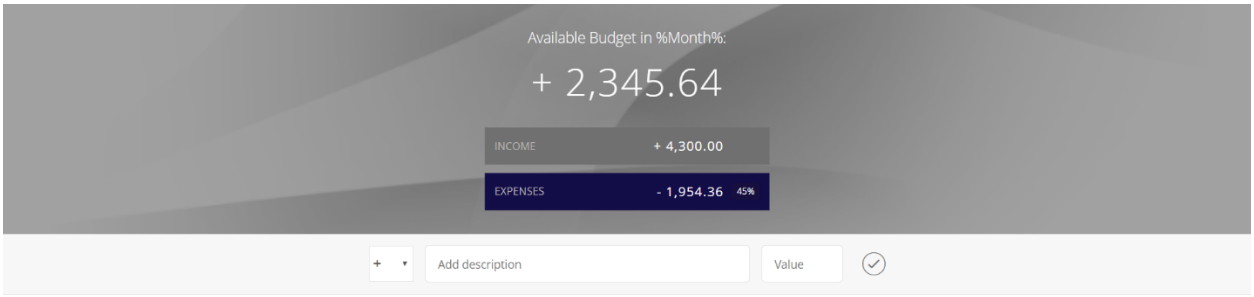
3.3 Budget Application

Learning Materials: Advanced-JS functions and properties

Duration: 2 days Resourse Link: Complete JavaScript Course By Jonas Schmedtmann ,

Github link: https://github.com/jonasschmedtmann/complete-javascript-course

Github Link: https://github.com/sabrina-32/Budgetty



INCOME EXPENSES

CHAPTER 4: Learning Angular

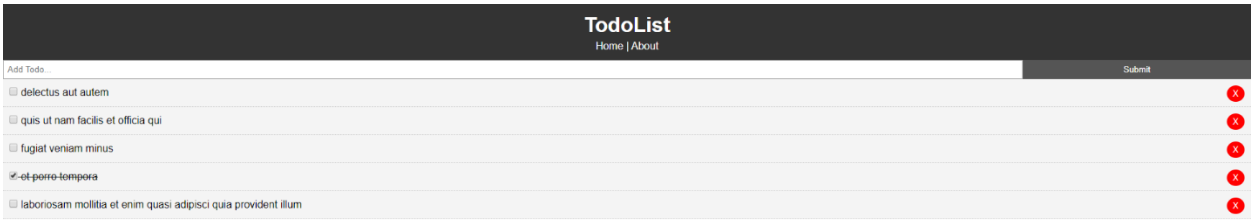
4.1 To-do list

Learning Materials: Angular set up and basics Duration: 1 day

Resource Link:

- **angular.io:** https://angular.io/docs
- **Codedamn:**https://www.youtube.com/watch?v=UoVytwPk3iA&list=PLYxzS__5yYQlqCmHqDyW3yo5V79C7eaTe
- **Traversy Media:** https://www.youtube.com/watch?v=Fdf5aTYRW0E

Github Link: https://github.com/sabrina-32/AngularTodoApp



4.2 Employee Management System

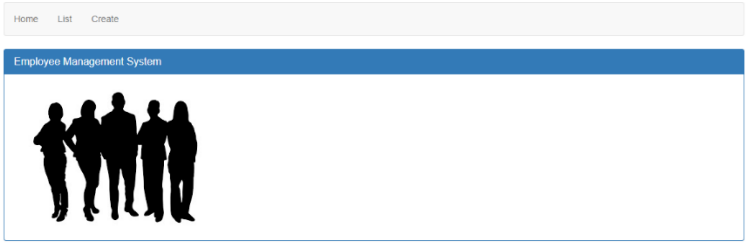
Learning Materials: Angular forms

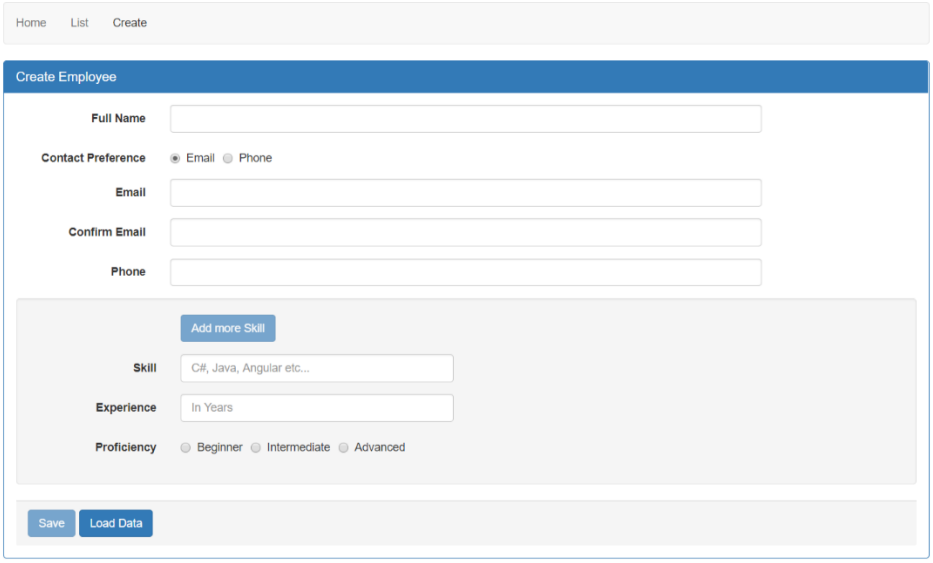
Duration: 1 week

Resourse Link:

Kudvenkat:https://www.youtube.com/watch?v=CusfUmB6mkY&list=PL6n9fhu94yhWNJaDgh0mfae_9xoQ4E_Zj

Github Link: https://github.com/sabrina-32/Angular-Project





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