### **INTERNSHIP REPORTS**

### **WEEK 1**

**June 3:**

* Joined Google Workspace.
* Attended a welcome meeting with Siddharth (Welcome to Xempla).
* Participated in a meeting on Xempla.
* Had an introduction session with my mentor.

**June 4:**

* Started learning the tech stack (React Native with Expo, SQLite, Redux).
* Had a follow-up call with Ranajit.

**June 5:**

* Attended a meeting with Sudipta on Xempla frontend guide.
* Attended a meeting about Xempla Engineering with Ankan.

**June 6:**

* Attended a meeting with Debdut on Product Tour.
* Had a session with Ranajit about the Xempla mobile app.
* Completed Sprinto assessments and checks.

**June 7:**

* Had a meeting with Animesh to get git access to the Xempla mobile app and workspace credentials.
* Had a follow-up session with Ranajit.

### **WEEK 2**

**June 10:**

* Obtained repository and AWS credentials.
* Cloned the repository to the laptop and began working on it.
* Attended a session with Varun on DevOps usage.

**June 11:**

* Attended a meeting with Ranajit to gather requirements and understand the Forms module.
* Had a meeting with Animesh to install Ngrok.
* Reviewed the code and successfully ran it on the phone.

**June 12:**

* Had a meeting with Tiasha.
* Attended a meeting with Ranajit where he assigned a task.
* Reviewed the application code and functionalities.
* Used Redux to store Asset Class data as assigned by Ranajit.

**June 13:**

* Created databases for Asset Class, Asset, and Location.
* Received guidance from Ranajit on the workflow of the Forms module.

**June 14:**

* Pulled designs for the Forms module from Sudipto.
* Reviewed APIs and new designs as assigned by Ranajit.
* Concluded the day with a discussion with mentor Ranajit on how to proceed in the coming week.

**Next week's plan:**

* I will be working on forms module development and completing the task on my end.

### **WEEK 3**

**June 17:**

* Worked on Redux to store data and use it in different components.
* Completed the AssetClassConfig page with Redux implementation.

**June 18:**

* Started working on the AssetConfig page and implemented multiple functionalities.
* Attended a meeting to discuss current progress on work.
* Learned about changes in the process of the form module.

**June 19:**

* Used and integrated APIs provided by Ranajit and started working on the Forms module with real-time data.
* Integrated APIs into the LocationConfig and AssetConfig pages.
* Added forms to the database and populated counts and other data on the homepage.

**June 20:**

* Implemented Redux to store dispatch API data and populate data wherever necessary.
* Completed the AssetConfig and LocationConfig pages.

**June 21:**

* Started working on the FormFill page and implemented functionalities.
* Attended a meeting on work progress where I explained my progress and what is left to do.
* Completed dynamically rendering forms based on API data.

**Plans for Next Week:**

* Complete the form submission and Redux implementation.
* Work on downloading forms and storing them in the local database.
* Refine and complete the form module.

### **WEEK 4**

**June 24:**

* Worked on form fill-up and data input based on API data.
* Faced difficulties in managing date input.

**June 25:**

* Completed full form fill-up, resolving all errors.
* Online form submission with API integration.

**June 26:**

* Started working on offline fetching of the form.
* Worked on offline storage of form, template, and dropdown data.

**June 27:**

* Worked on form data storage using SQLite.
* Stored data in the Redux store.

**June 28:**

* Completed offline form download, storage, and submission.

**Plans for Next Week:**

* Complete the syncing of forms from offline storage to online.
* Refine and fully complete the form module.

### **WEEK 5**

**July 1:**

* Worked late and completed offline form submission and syncing data online.
* Pushed the code for building.

**July 2:**

* Tested the app and found bugs during form submission.
* Worked on errors and bugs and fixed them.

**July 3:**

* Did more testing and debugging.
* Learned about unit testing using Jest.

**July 4:**

* Worked on a bug in syncing data online.

**July 5:**

* Fixed the online sync bug.
* Created a component to add two dates.
* Finished the app, tested all features, and pushed the code for build.

**Plans for Next Week:**

* Work on another project.
* Excited to work on something new.

### **WEEK 6**

**July 8:**

* Worked on a dropdown component bug where options were not visible when multiple dropdowns were present.
* Solved the issue and proceeded with app testing.

**July 9:**

* Tested the app and searched for possible bugs.
* Checked earlier issues that Ranajit had worked on.

**July 10:**

* Worked on a bug with the date picker where it was not sending the date in UTC format.

**July 11:**

* Tested the app on iOS with Sudipta.
* Found a bug in the dropdown and checked with Sudipta if it was a design issue.
* Ranajit asked me to conditionally render the dropdown since options were colliding.
* Solved the issue by conditional rendering of ScrollView and adjusting zIndex.

**July 12:**

* Completed testing of the app and fixed issues that appeared.

**Plans for Next Week:**

* Will be working on bugs that appear and new tasks if given.

### **WEEK 7**

**July 15:**

* Fixed three bugs assigned by Ranajit and pushed the code for build.

**July 16:**

* Addressed an issue with the dropdown on iOS. Ranajit suggested using a different library instead of DropdownPicker.
* Successfully implemented the new library.

**July 17:**

* Encountered issues with the date picker on iOS devices. Rather than implementing a new library, I reviewed the documentation and made necessary adjustments.
* Fixed design issues with Sudipta and successfully resolved the date picker issue on iOS.

**July 18:**

* Implemented and fixed issues in the double date picker after testing it on an iOS device with Sudipta.
* Tested the app and sent it for build.

**July 19:**

* Tested the latest build.

**Plans for Next Week:**

* Update the app according to warnings on the Play Console.
* Work on any further changes and issues as required.