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Web Application Development of “Code and Skill” at GojustiTech

Omayes, Omayes

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Web Application Development of "Code and Skill" at GojustiTech

By

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Autumn, 2022

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January 22, 2023

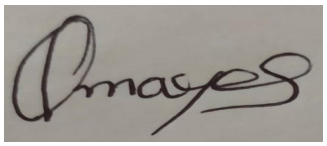
Dissertation submitted in partial fulfillment for the degree of
Bachelor of Science in Computer Science

Department of Computer Science & Engineering

Independent University, Bangladesh

Attestation

This is to confirm that I, Omayes (1821861), finished the report titled "Code and Skill," which I submitted as a partial fulfillment of the requirement for the Degree of Computer Science from Independent University, Bangladesh (IUB). Under the direction of Mr. Md. Mahmudul Peyal sir, it was finished (Supervisor). I also attest that all of the work I've done since finishing my internship is entirely unique. All information sources used in this project and report have been properly acknowledged.



1 February, 2023

Signature

Date

Omayes

Name

Acknowledgement

I want to start by thanking Almighty Allah (SWT) for his mercy in allowing me to complete my internship report on time.

I want to express my gratitude to the Faculty of Computer Science and Engineering department for maintaining internship credit in the graduating program's curriculum and giving me the chance to sample assignments that are focused on the business world and a line of work that interests me. I want to extend a special and sincere thank you to my supervisor, Mr. Md. Mahmudul Peyal, Lecturer in the Department of Computer Science and Engineering at Independent University in Bangladesh, who inspired and guided me with his constant direction, priceless instructions, energizing suggestions, and considerate advice throughout the course of my internship and the writing of this report.

I also want to express my sincere gratitude to my technical supervisor, Anik Mostafa, CEO of GojustiTech, for his kind encouragement, direction, constructive criticism, supervision, instructions, and advice. He also inspired me to complete my internship at GojustiTech successfully. I'm happy and glad that I was always overseen by the Web Application Development team and had direct guidance from Anik Mostafa sir. The regular reporting here, together with the professional and mental support, improves my experience with the internship life.Support from professionals improves my internship experience.

I owe a debt of gratitude to the members of the software development team who gave me a great deal of assistance while I was working. Additionally, I would like to thank all of the GojustiTech team members who helped me with this report's preparation as well as other paperwork related to the internship report. They were always willing to offer advice and lend a hand with their hands and pens. Additionally, I must point out this organization's fantastic working atmosphere and devotion to the group, both of which have given me the ability to handle a variety of situations.

Last but not least, I want to express my gratitude to my parents and other family members for their unending support.

Letter of Transmittal

Md. Mahmudul Peyal

R&D Officer

Department of Computer Science and Engineering

School of Engineering and Computer Science

Independent University, Bangladesh

Subject: **Submission of Internship Report for the completion of Graduation.**

Dear Sir,

I am hereby submitting my Internship Report, which is a part of the Bachelor Program in Computer Science curriculum. It is a great achievement to work under your active supervision. This report is based on, “Internship at GoJustiTech”. I have got the opportunity to work at GoJustiTech for three months, under the supervision of Anik Mostafa, CEO, GoJustiTech.

This internship has given me both academic and practical exposures. The internship has given me the opportunity to develop a network with the corporate environment. I tried to make this report as much informative as possible with the experience I have gained during my internship period. In order to prepare a well-organized internship report, I have followed the guidelines and described the required fields with sufficient details. I, however sincerely believe that this report will serve the purpose of my internship program.

I shall be highly obliged if you are kind enough to receive this report and provide your valuable judgement. It would be my immense pleasure if you find this report useful and informative to have an apparent perspective on the issue.

Sincerely Yours,

Omayes

ID- 1821861

Department of Computer Science and Engineering

Independent University, Bangladesh

Evaluation Committee

Signature

Md. Mahmudul Kabir Pegal

Name

Supervisor

Asif Bin Khaled

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Asif Bin Khaled

Name

Internal Examiner

Ifaan

Signature

Mahmudul Islam

Name

External Examiner

Signature

Name Dr. Mahady Hasan

Convener

Abstract

An internship is characterized as gaining real-world experience from a variety of organizations, which aids in connecting academic theory with practical application. It is crucial since this is the first opportunity for a student to gain in-depth practical knowledge from various firms. I had the chance to work and learn with the developer team when I was given the opportunity to intern at GoJustiTech. The project's objective was to develop the "Code and Skill" framework for GoJustiTech. This report covers the entire project that I gained knowledge of throughout my internship.Prior to beginning any projects, I had to finish my learning sessions. During this learning session, I was tasked with creating a landing page, a dashboard, several interfaces for various elements, and some front-end coding. Prior to being given the actual project, it was almost like a talent test.

In this report, I've gone into detail about the knowledge I've picked up, the experiences I had, and the work I completed while an intern at GoJustiTech. The majority of my tasks when working on a website application involved developing the whole thing.

Table of Contents

Attestation 2

Acknowledgement 3

Letter of Transmittal 4

Evaluation Committee 5

Abstract 6

Chapter 1 9

Introduction 9

1.1 Overview/Background of the Work 9

Objectives 10

Chapter 2 11

Literature Review 11

2.1 Relationship with Undergraduate Studies 11

2.2 Related works 13

Chapter 3 14

Project Management & Financing 14

3.1 Structure of Work Breakdown 14

3.2 Process/Activity wise Time Distribution 14

3.3 Gantt Chart 15

Chapter 4 17

Methodology 17

4.1 Software Development Methodology 17

Chapter 5 20

Body of the Project 20

5.1 Work Description 20

5.2 Requirement Analysis 20

5.3 System Analysis 21

5.3.1 Feasibility Analysis 22

5.3.2 Problem Solution Analysis 22

5.4 System Design 23

5.5 Implementation 23

Chapter 6 24

Results & Analysis 24

6.1 Overview 24

Chapter 7 30

Lesson Learned 30

Problem s Faced During this Period 30

Solution of those Problems 30

Chapter 8 31
Future Work & Conclusion 31
Future Works 31
Bibliography 32
Consent Form 33

Chapter 1

Introduction

Internships are often very closely related to a student's academic and career goals. The purpose of the internship program is to help students focus on their career interests and potentials. The whole program is entitled to give the opportunity to learn, observe and determine their goals and aims. Internship provides a student an opportunity to relate their theoretical knowledge with the tough real world environments. Engineering, Technology & Sciences, a school under Independent University, Bangladesh offers undergraduate program in "Computer Science". As a student of the undergraduate program, the program requires that we complete an Internship Program with a reputable company where I will be trained practically with working environment practices and get familiar with the industry. I worked at a software company named "GoJustiTech" where I have completed 3 months of my internship period. In this report, I have discussed my internship period at GoJustiTech, an overview of the work I have done, my experiences working for a reputed organization, what I have learned and how it has helped me to develop and grow professionally.

1.1 Overview/Background of the Work

Being an intern, the main challenge was to translate the theoretical concepts into real life experience. I started my Internship as a Junior Software Engineer at GoJustiTech on 2nd October, 2022. GoJustiTech gave me the opportunity to work on a web application named Code and Skill. Generally, Code and Skill is an online education platform for coders where they can enroll for a course like- JavaScript, NodeJS, React, Python etc. Students can enroll easily by selecting a course from our system. In our system there is an online exam system where students learn something from our system and attend exams to test themselves. Based on test results there is a ranking system which will motivate students to progress in the future online learning. Code and Skill is a free platform for everyone who is interested in learning coding for development. This web based Code and Skill system will give solutions for all the problems regarding the course. So, by using this system a student can enroll in any course and prepare himself or herself for the future developer. This will play an important role to make future developers. All the data will be stored in the database for further reference or audit.

Objectives

Project objectives are what we plan to achieve by the end of our project. Objective of a project is specific, measurable and must meet time, budget and most importantly meet the client's requirements. The main objectives of this application are described below:

- Build a user friendly E Tech platform
- Provide low cost course and free course
- Provide skills based course
- Real time response and problem solving
- Building community for learners

1.2. Scopes

This web based real time Code and Skill system will permit registration of students, teachers and admin. It also provides a login page after the registration process. It provides a different user interface with different functionality for student, teacher and admin. Students can search the Course by the specific course name (Example: NodeJS/Python). After searching for a specific course, students can start learning. After learning period of specific module, student will go to exam section for testing him or her that what he has learned.

Teacher can see the exam and the learning progress of the student. The teacher will be able to check students' records of the learning modules, marks etc. Teachers can also see the list of all students who have enrolled in which course. In addition, the teacher can see the profile of students. Moreover, the teacher can add a student.

Chapter 2

Literature Review

A literature review is a thorough summary of earlier studies on a subject. The literature review examines scholarly books, journals, and other sources that are pertinent to a particular field of study. In other words, a literature review gives the reader context and places the current study within the overall body of pertinent literature. In this scenario, the review of the work is typically written before the methods and outcomes sections.

2.1 Relationship with Undergraduate Studies

Knowledge and skills gained from undergraduate courses have helped in the development of "Code and Skill " project. It would have proven more difficult if these courses were not covered before working on this project. Some of the courses are:

- **CSE 203**- Data Structure: This course was about teaching how to handle and manipulate complex arrays, objects, classes, array of objects, objects of array, nested arrays, nested objects, etc. As " Code and Skill " involves many complex data structures, the skills gained from this course made handling them much easier.
- **CSE 213**- Object-Oriented Programming: This course is a deep dive into classes and its objects of programming. It also taught how to write modular programs which made codes less repetitive and more reusable. It helped to design "Code and Skill" code in a modular format. Also, as the application grew bigger, this practice helped avoid writing new modules from scratch by using parts of old modules and adding new functions to them.
- **CSE 303**- Database Management: This was the first course which taught how to design and plan a project. It covered popular planning and strategy practices such as System Development Life Cycle, Rich Picture, Requirement Analysis, Entity Relationship Diagram, Business Process Model and Notation Diagram and many more. These techniques helped in the development planning and strategy of "Code and Skill".
- **CSE 307** - System Analysis and Design: The methods and tools for designing and analyzing information systems were covered in this course. Systems and models, project management, decision tables and decision trees, data flow diagrams, object-oriented analysis, use-case modeling, the United Modeling Language, feasibility analysis, structured analysis, system prototyping, system design and implementation, application architecture, user interface design, front-end and back-end design, database design, and systems analysis are some of the topics covered. All of these lessons were helpful in

securing the project.

- **CSE 309-** Web Applications and Internet: This is the course where the development of web applications was taught. It covered very important technologies that are highly in demand in the industry, such as HTML, CSS, Bootstrap, JavaScript, ReactJS, PHP, jQuery, View Engines (Handlebars and embedded JavaScript), Node.js, Express.js, MongoDB. The tools and technologies learned from this course immensely contributed to the development of "Code and Skill" as it is a web application built with the web technologies and it has a backend server which had to be deployed to the server as well.

2.2 Related works

Most of the landing pages use simple HTML, CSS, Bootstrap, JavaScript, or JQuery for their development. Most of the time, WordPress is used to remove any level of hard coding or to speed the development. As our goal for this project is to develop the web server, we used more complex development frameworks. It is challenging to find a related website that has used similar web technologies to our project. Some websites in the industry are stated below:

- **W3Schools:** Online coding education is available for free at W3Schools. All facets of web development are covered in the courses offered by W3Schools. Free HTML templates are also published by W3Schools. It only has web versions, and those versions were constructed using a framework.
- **Codeacademy.org:** It has an online platform for classes in most of the major web programming languages like Ruby, PHP, Python, Javascript and HTML/CSS. It has only web versions, and in the web version, the website was built by using a framework.
- **Code School:** Codeschool is a web based learning materials such as HTML/CSS tutorials and courses all the way to advanced IOS development. It has only web versions, and in the web version, the website was built by using a framework.

Basically the above three sites provide online education for learning code, developing web applications, mobile applications etc. Code and Skill also have all these features along with online code learning, module based online exam etc.

Chapter 3

Project Management & Financing

3.1 Structure of Work Breakdown

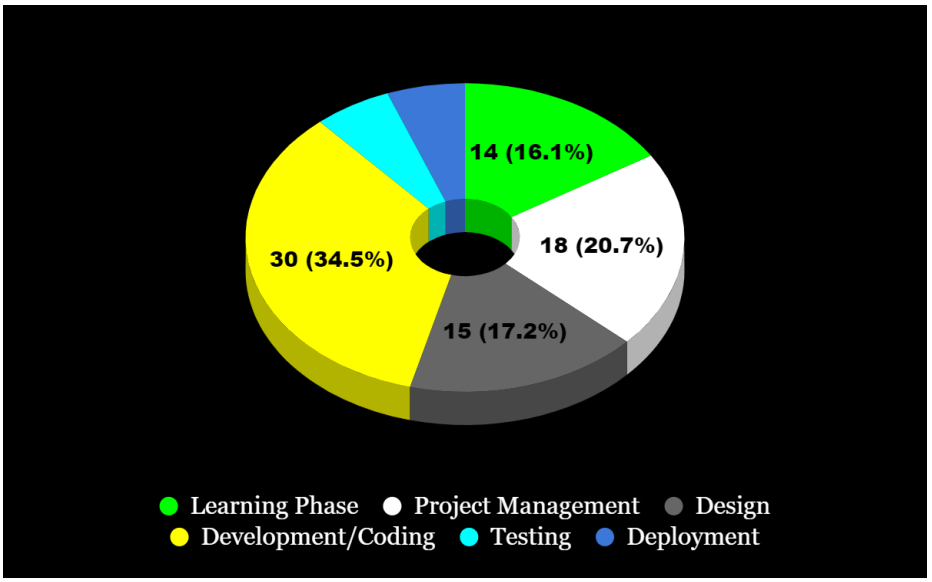
A schematic diagram called the work breakdown structure shows how a project is broken down into smaller parts. For our project, we created a work breakdown structure (WBS) to make sure that our activities were synchronized. Critical deliverables are not overlooked thanks to the work breakdown structure (WBS), which visually represents all scopes, risks, communication points, responsibilities, and costs. It is the best tool for team cooperation and brainstorming. We took a top-down approach while creating our task breakdown structure.

3.2 Process/Activity wise Time Distribution

The process-wise time distribution is determined by the anticipated length of time needed to execute a project. It helps developers visualize in their minds how efficiently they must work to meet deadlines. Time management is the most difficult part of building an application. Therefore, fixing the content must come first, and development must take place inside this framework. Time management is the process of organizing and controlling how much time is spent on various tasks. A person may achieve more in less time with effective time management, which also lowers stress levels and promotes career success. Any project must be managed in order to be completed.

The first two weeks of work in this case (16.1%) are dedicated to learning. The supervisor allots me the time because I'm unfamiliar with the coding language.

The primary functioning thereafter begins. We need five days to plan the project, five days to gather the data, five days to analyze the risks, and three days to plan the costs and the schedule. These four include project management, which is regarded as accounting for 23.4% of the entire effort. Following these sections, we require 15 days for designing, which is equivalent to 19.5% of the entire project, and 30 days for development and coding. After development, the project requires five days (5.7% of the work) for testing and five days (5.7% of the work) for deployment.



Figures 3.1: Process/Activity wise Time Distribution

3.3 Gantt Chart

A Gantt chart is a method of project management that may be used for many different types of project planning and scheduling. Still, it is especially beneficial for simplifying complex processes. Project management timelines and tasks are translated into a horizontal bar chart that shows start and end dates, dependencies, scheduling, deadlines, how much of each step has been completed, and who is responsible for the work. This is useful when collaborating with a large team and multiple stakeholders to keep work on track when the scope changes. The following activities are carried out using a Gantt chart-

- Determine the initial project schedule, including who will do what, when, and for how long.
- Allocate resources - Ensure that everyone understands who oversees what.
- Make project changes – There will be significant adjustments to the original concept.

Process/Activity wise Resource Allocation:

Allocating resources in a way that advances the objectives of your team is called resource allocation. Developers are regarded as the most important resource in this project, followed by office PCs and the servers required to distribute the product. It takes 73 days to set up the full system for this project. The following list includes specifics for each project step:

- Project Management: This is the initial stage of the project. Developers and other team members spend the first eighteen days of the development process determining how to design this project from top to bottom, what method to take, more manageable goals and deadlines, and the general needs for finishing the project. Examples include computer

requirements, application-building software and technologies, functionality, and the number of needed developers. This portion takes up 20.7% of the total work.

- Design: The UI is designed during this stage. The management set out to generate high-level and low-level diagrams of the project during the nearly three weeks (15 days) that we spent designing the application's web page. This task made up 17.2% of the whole workload.
- Development / Coding: The front-end and back-end code for the application have started to be written, and the website is ready for design. It takes four weeks to finish the process. It makes up 34.5% of the entire amount of work.
- Test: The test began the moment the feature was added to the site. As a result, the developers assessed it all at once. Unit testing of the application started at the end of the implementation phase. This procedure will take five days to complete. It accounts for 5.7% of the overall effort.

Deployment: After the test was finished, for Deployment, I purchased a VPS (Virtual Private Server) and domain to deploy the application to a live server. This will take five days. This is accounting for 5.7% of the total job.

Activity wise Resource Allocation		
Activity	Days	Work percentage
Learning Phase	14	16.10%
Project Management	18	20.80%
Design	15	17.20%
Development/Coding	30	34.50%
Testing	5	5.70%
Deployment	5	5.70%
Total	87	100.00%

Table 1: Activity wise Resource Allocation

Chapter 4

Methodology

The fundamental plan and logic of our undertaking are referred to as our methodology. To create a strategy that meets our aims, it is necessary to research the techniques employed in our industry as well as the theories or guiding concepts underlying the selection process. The methodology is a set of procedures we employ in a particular field of inquiry or activity. The technique describes the specific steps taken to find, pick, process, and analyze data on a certain topic. One of the most comprehensive and functional websites is the one I'm working on right now, and it was created using cutting-edge web technologies.

4.1 Software Development Methodology

Software Development life cycle (SDLC) outlines the stages of an information system development project, from the first feasibility study to the maintenance of the finished application, using a spiritual model that is employed in project management. [1] In the software development phase, various software development life cycle models are specified and designed. "Software Development Process Models" is another name for these models. To ensure success in the software development step, each process model adheres to a set of steps that are specific to its type. The following are some crucial stages of the SDLC life cycle:

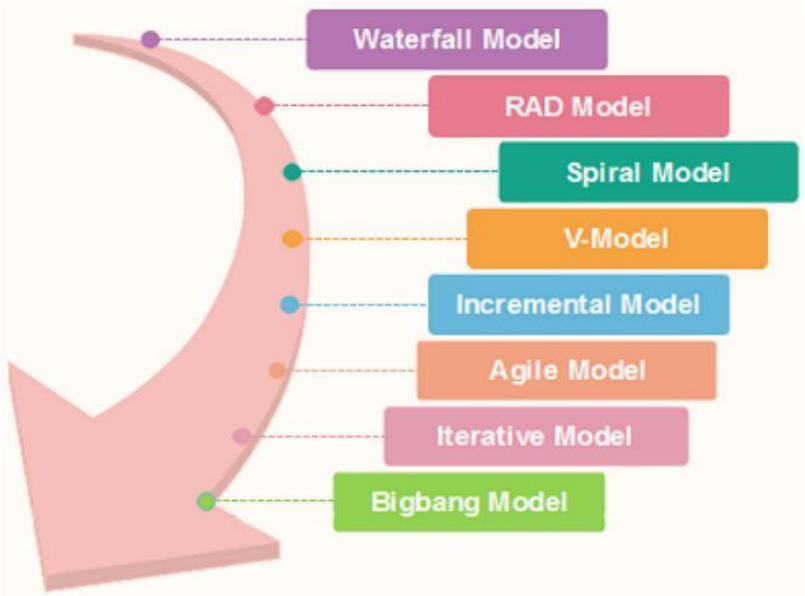


Figure 4.1: Software Development Life Cycle (SDLC)

For this project we have chosen the Agile Methodology. Sometimes it works in iterative development as well. Agile is a process by which a team can manage a project by breaking it up into several stages and involving constant collaboration with stakeholders and continuous improvement and iteration at every stage. This approach starts with customers portraying how the finished result will be utilized and what issue it will solve. It doesn't fabricate a whole framework on the double, yet rather grows steadily. [2]

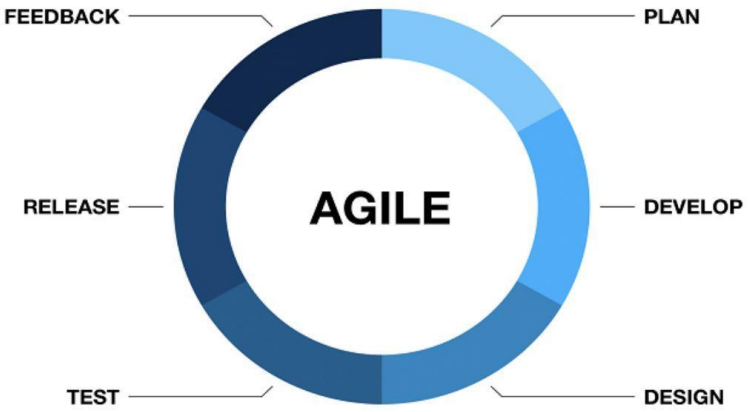


Figure 4.2: Agile Methodology

Reasons for choosing agile methodology:

1. Faster time to market: Many people who wish to get in shape are sick of the lengthy delivery cycles that usually result in products that our customers aren't interested in buying. Two-week delivery cycles and quarterly release cadences are intriguing possibilities. Simply said, both our industry sectors and those of our competitors are moving too quickly. Therefore, we must demonstrate progress in moving working things out the door more quickly.

2. Customer satisfaction:Building things that our clients can use makes them happy. They are also pleased with the possibility to frequently add fresh highlights depending on their comments. As a product customer, I can think of nothing worse than investing resources in a product that doesn't work, doesn't accomplish what we need it to do, and we can't see a way to improve it. Agile enables us to create strong client relationships where we collaborate to find solutions to problems.

3. Build the right products: Whether or not we are designing the particular features that our customers want, consistent delivery drives us to build them in the way that our customers will

actually utilize them. When we deliver in smaller chunks, we have the opportunity to let our clients see the evolving product, respond to it, and make changes as we go. Agile aids in the team and client coming to the best decision.

4. Early risk reduction: Risk is not considered by agile as a separate area that needs to be monitored. Risk management is agile. Early communication and feedback help reduce the risk of developing a subpar product. We reduce the possibility that our products weren't properly built before we had to put them up for sale to the market by continuously incorporating and creating error-free programming.

5. Better quality: Agile gives us the tools to adjust the business and specialized scope of the arrangement while fixing time, cost, and quality. You most likely won't get all you wanted, but you can accept what was given to you.

6. Efficiency: People are aware that big future plans typically end up being useless in the long term. People are aware that the people in their functional silos don't communicate well with one another. Lithe promises to assist us in clearing out the unnecessary information so we can focus on creating useful software.

Chapter 5

Body of the Project

For those who are interested in learning more about the work in-depth, there is a discussion of it in the report's body. The fundamental organization of the project shows what was accomplished, how it was accomplished, what resulted, and what inferences and suggestions can be made.

5.1 Work Description

A learning management system is a tool that can control how students and instructors interact. In this system, we will establish a simple, quick, effective, and seamless online learning environment for students and teachers. Students who use this approach can readily enroll in challenging courses. this web-based software program. There are two components to this system. Here are some of them:

- Student Module: Students can register and log in to their accounts, see the details of the courses and take their favorite courses. And also students can get detailed information about the instructor from the website.
- Admin Module: Admin can create,update,delete students and instructors information. Also can check payment.
- Instructor Module: Instructor can create a new course. Also, the admin can update the courses.

5.2 Requirement Analysis

Rich Picture:

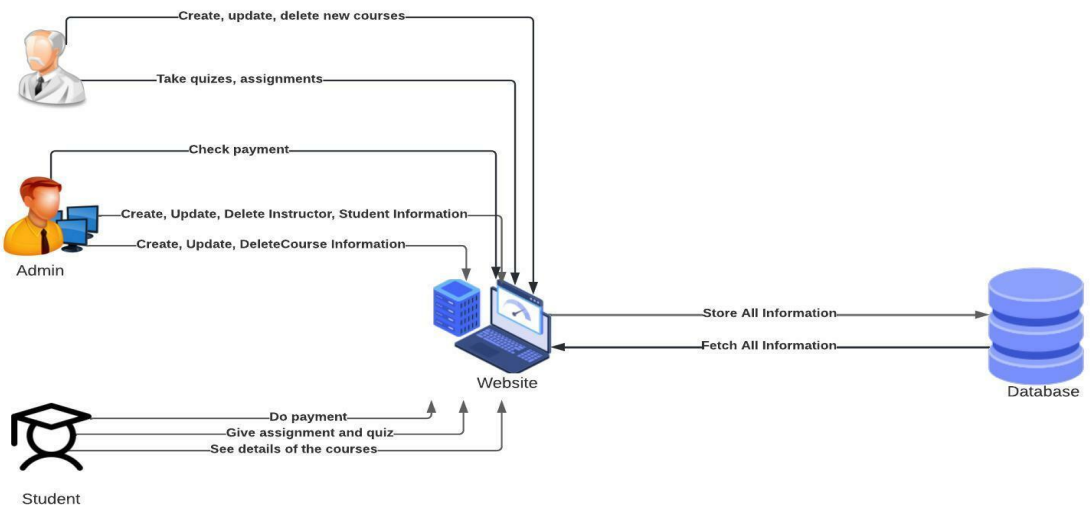


Figure 5.1: Rich picture.

Functional Requirements:

Admin Requirements:

The admin can add new students.

The admin can add new instructors.

The admin can update any student and instructor information.

The admin can delete any student and instructor information.

The admin can check payments.

User Requirements:

The instructor can add new courses.

The instructor can update any courses.

The instructor can take quizzes and assignments.

Student Requirements:

The student can register and log in to their accounts

The students see the details of the courses and take their favorite courses. And also

The students can get detailed information about the instructor from the website

Non-Functional Requirements:

Database Security:

Unauthorized access to the panel and database is prohibited, as is reading, and writing information. It must ensure that the client's information is secure.

Usability Requirement:

The system is designed for a user-friendly environment and is easy to use.

Availability:

The system should be operational 24 hours a day, seven days a week.

Efficiency Requirement:

5.3 System Analysis

A problem-solving strategy called system analysis involves taking a closer look at a larger system, dissecting it into its component parts, and figuring out how it works to accomplish a certain goal. It is employed in information technology, where the structure and design of computer-based systems necessitate special research.

5.3.1 Feasibility Analysis

Feasibility analysis is the process of examining a proposed project to see if it is feasible and should move forward. The primary focus of this examination is the confirmation of the design, plan, and strategy. Using this technique, assumptions, constraints, choices, and approaches may all be verified. The feasibility analysis has a few key components. They are -

Technical Feasibility: Technical feasibility involves assessing the software, hardware, and other technical requirements of the proposed system. This evaluates the manner in which we plan to offer customers a good or service. Our company's location, materials, transportation, and the technology needed to bring it all together are all examined by employees. Spring Boot and AngularJS were used to build the System. It contributed to the creation of a much faster and more effective website. These technologies are also essential to contemporary industry and are widely used by a growing community.

Operational Feasibility: Technical feasibility involves assessing the software, hardware, and other technical requirements of the proposed system. This evaluates the manner in which we plan to offer customers a good or service. Our company's location, materials, transportation, and the technology needed to bring it all together are all examined by employees. Spring Boot and AngularJS were used to build the System. It contributed to the creation of a much faster and more effective website. These technologies are also essential to contemporary industry and are widely used by a growing community.

Economic Feasibility: Costs and advantages are identified in economic viability. It calculates cash flow and assesses costs and advantages. Economic feasibility takes manufacturing and development expenses into account. This system will be advantageous if it can reach the users. On the one hand, it will lower the expenses associated with squandering human labor, pens, and paper. However, assistance will arrive depending on the uses.

5.3.2 Problem Solution Analysis

The primary issue that a web developer has to deal with during the web development process is that the requirements change frequently. A Stack Overflow Developer survey found that 33% of participants were considering creating a website without any clear requirements. Before starting to develop any product, it is essential to gather needs. The following is a solution to this problem:

- Describe the project's scope.

- Make no assumptions about what is required.
- Communication between teams is essential.
- Make a list of requirements.
- Clients should be involved from the start.

Project Management: Multitasking occasionally causes more issues than it is worth. A capable planner must therefore organize and streamline the workflow. Adapting to current market trends: Since everyone is now attached to their smartphones, being mobile-first or mobile-only is a problem as technology advances and user numbers increase. The answer is to stay current with market trends.

5.4 System Design

Based on the given requirements, systems design provides system elements such modules, architecture, components, interfaces, and data. It is the process of locating, developing, and designing methods that satisfy the particular goals and requirements of a company or organization.

5.4 Architecture

Any structure's framework is defined by its architecture. It's mapped to demonstrate how a system will function. A website's architecture determines the design of the website, including how it will function, how data will be moved, and where it will be stored. We can refer to the project's architecture as we go into further detail. Users in our project can only view and interact with the website's front end. The front end is where users provide requests or actions. It sends it to the web server, where it retrieves and stores the database's data before returning it to the front end for the users as a response.

5.5 Implementation

Software testing is a crucial component of software quality assurance since it is the last specification, design, and code assessment. The only step in the software engineering process that may be viewed as detrimental rather than helpful is testing. A software testing strategy includes methods for creating software test cases into a well-thought-out series of steps that lead to the creation of useful software. Testing is a group of activities that can be planned out and carried out in a planned way. Program testing strives to verify software quality using techniques that may be inexpensively and successfully applied to both strategic and small-scale systems.

Chapter 6

Results & Analysis

6.1 Overview

The outcomes or results are displayed in this section. The outcome of our work is the finished software product. I like to include a web application screenshot in this area so that readers may see what the actual application looks like.:

- Homepage:

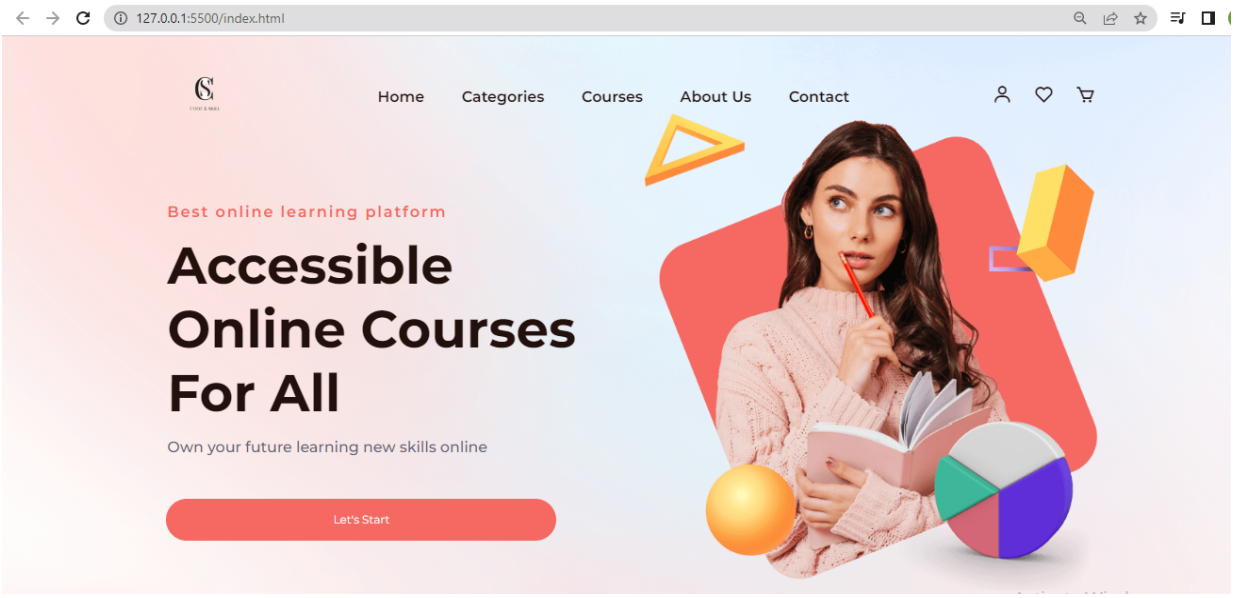


Figure 6.1: Homepage.

These are the screenshots of the homepage. Anyone who goes to the website first sees this homepage.

- Categories:

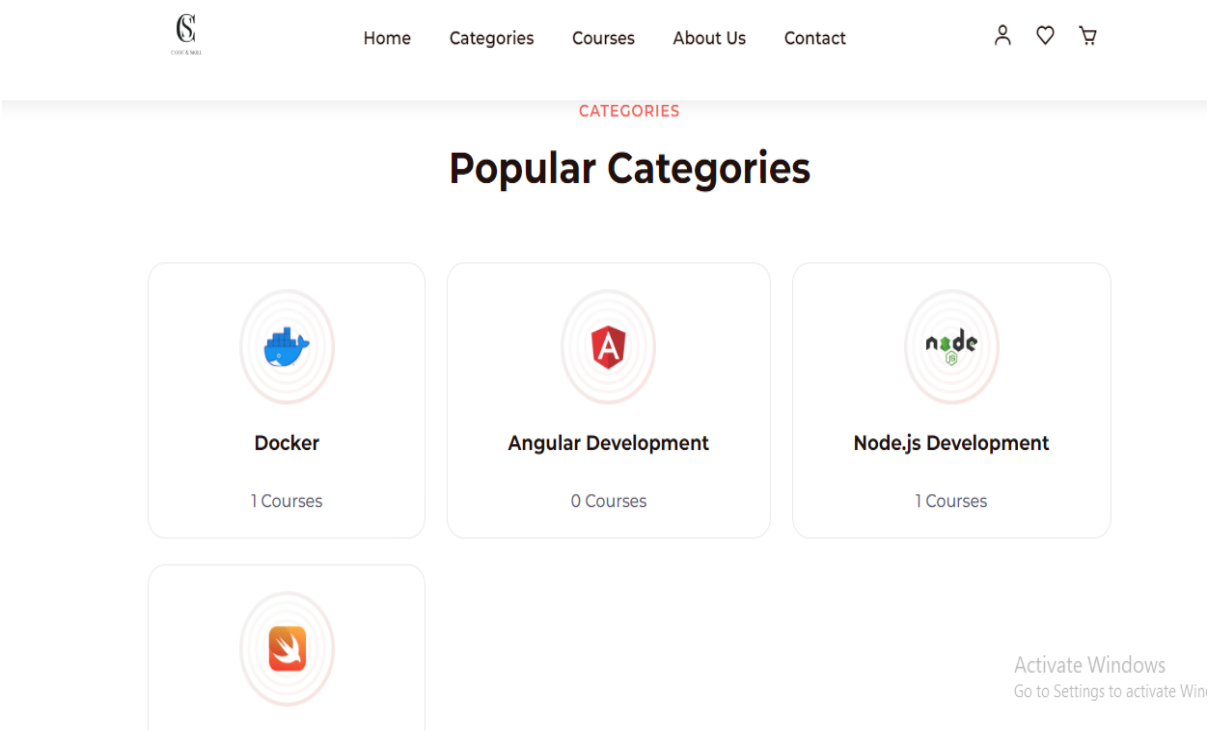


Figure 6.2: Categories Page.

- Payment:

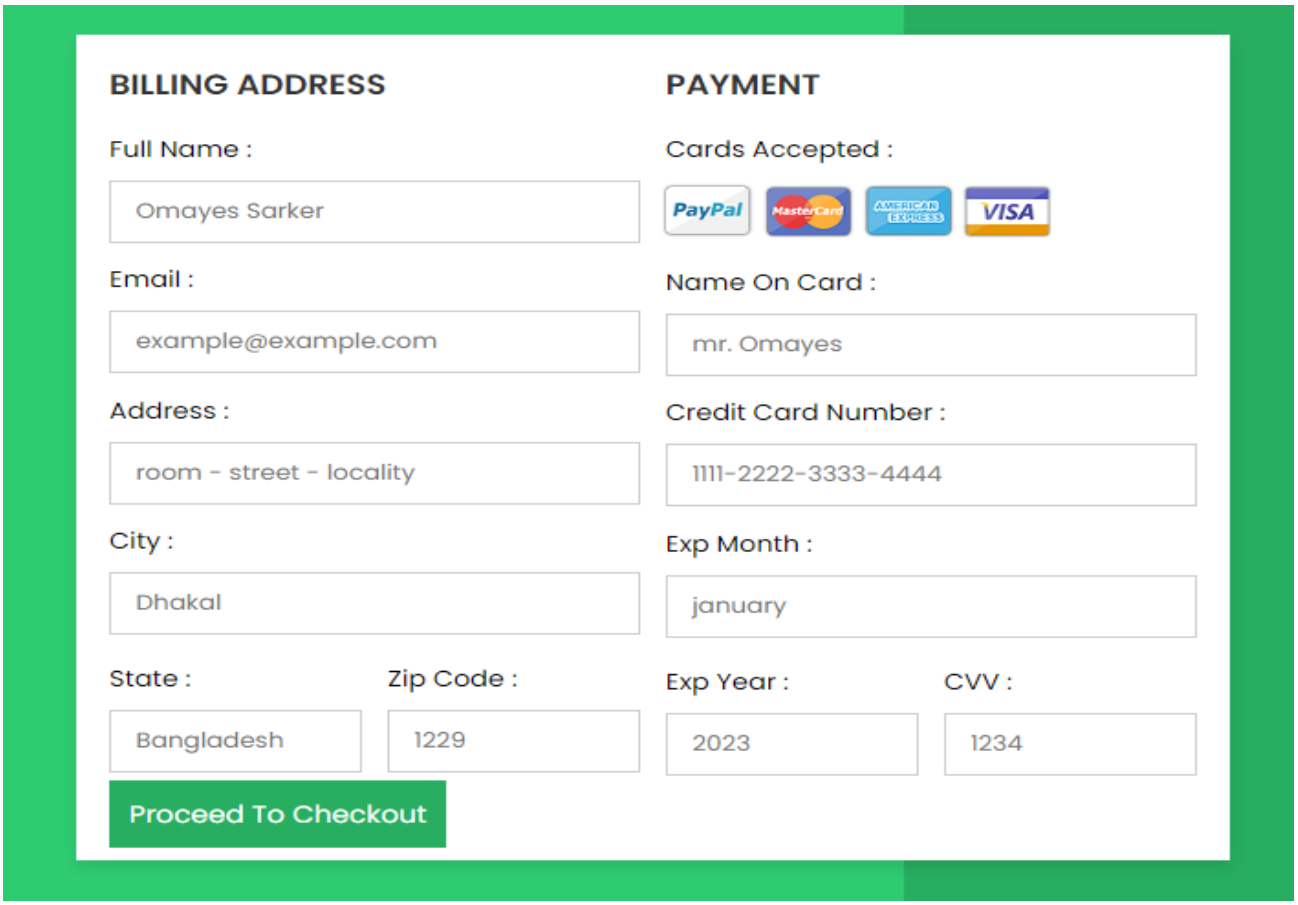
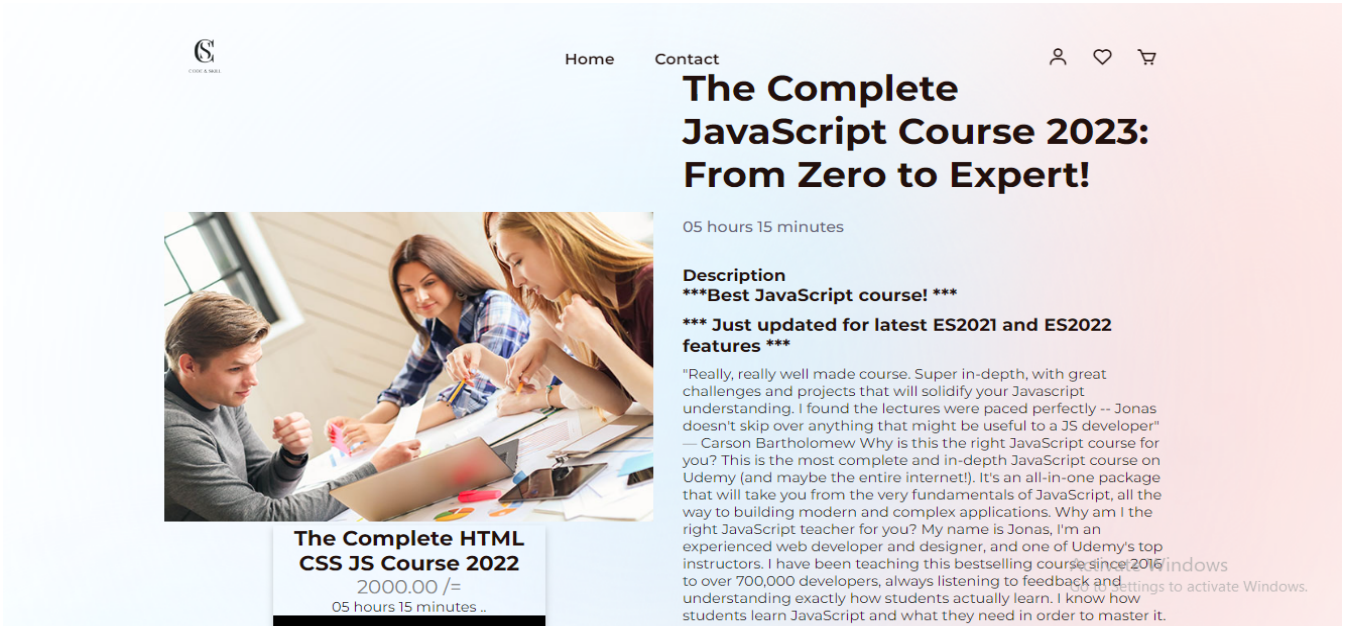


Figure 6.3: Payment Page.

- Course Details:





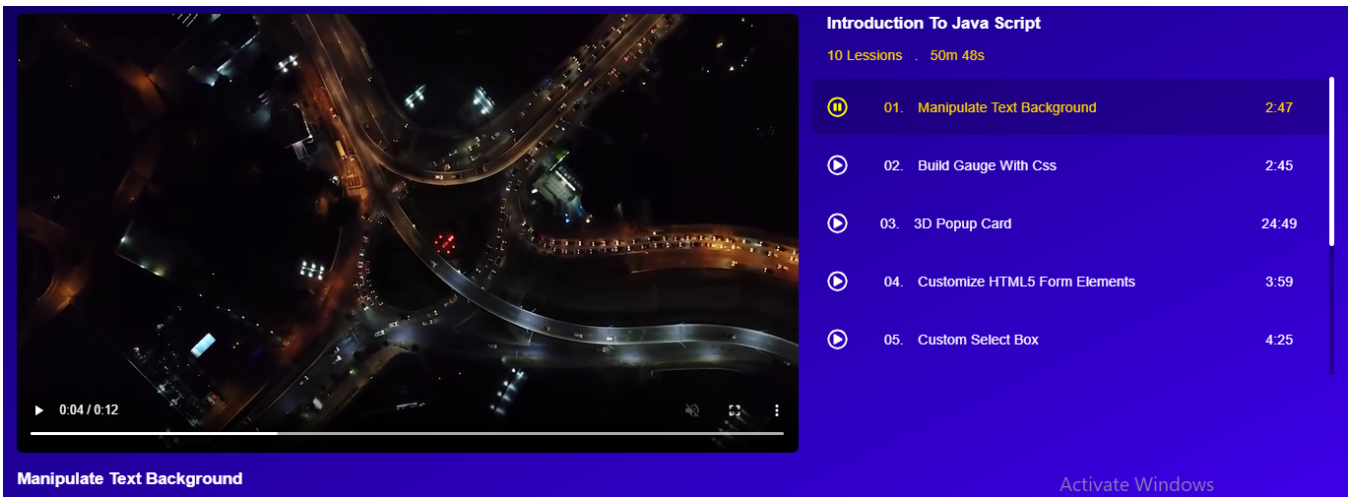


Figure 6.4:Course Details Page.

- Courses:



Figure 6.7: Courses Page.

- Sign Up:

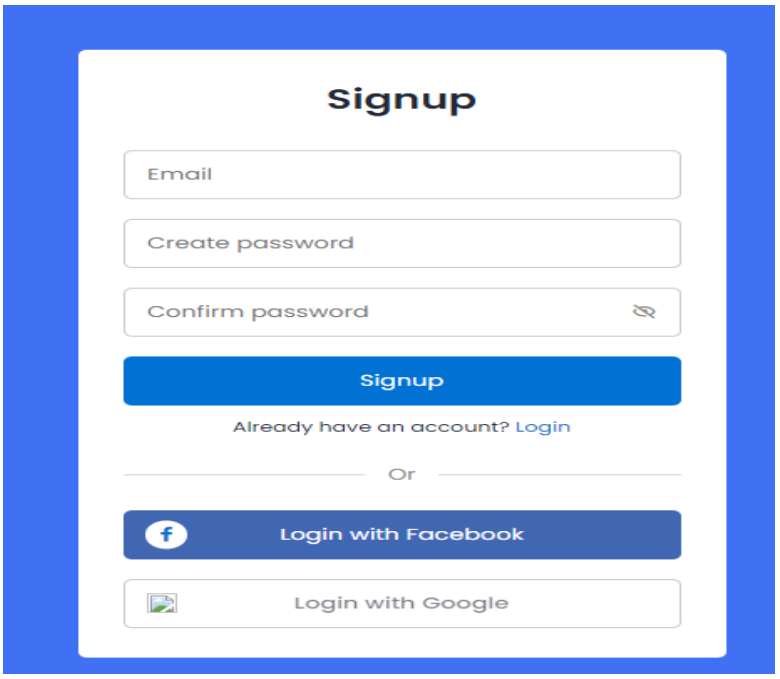


Figure 6.8: Signup Page.

- Profile:

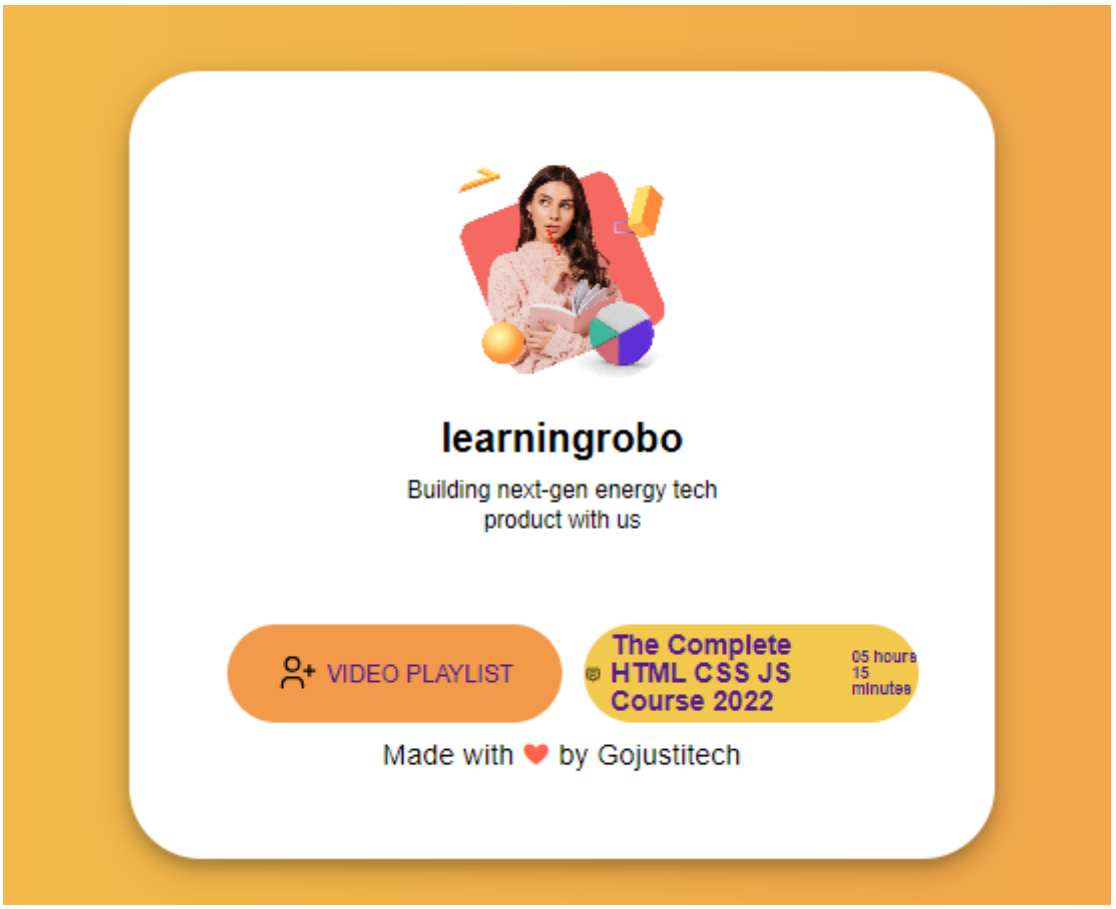


Figure 6.9: Profile page

Chapter 7

Lesson Learned

During my internship program, I have learned many things. I joined as a full-stack developer. And it is hard for me to do all the work as a beginner. I have to learn the ASP.NET framework for the project. This is my first time to do work in any company. From the company, I learned a lot of things. I learned how to communicate with others in a company. And I hope that this learning will help me a lot in the future.

Problem s Faced During this Period

During this internship program, I've had a few issues, mostly with properly managing my time, scheduling work, and meeting deadlines. It wasn't easy to simultaneously learn about the new technology, develop the software, and adapt to it. To meet deadlines, balance work, and create an overall good and solid system plan, it took a lot of good thinking, analysis, and best judgment calls in addition to system planning, project management, system analysis, and system design.

Solution of those Problems

I must put in a lot of effort to solve the issues. I need to quickly learn about.AngularJS because I don't know much about it. Therefore, I must learn this framework both during my time in the office and during my free time. System planning, project management, system analysis, and system design all require considerable effort from me. I learned these things in the course but using them in real life is a very difficult task. As a result, I needed to study more because I need a clear understanding of these things.

Additionally, I was assisted in my work by my supervisor. If there is anything I don't understand, my supervisor will explain it to me.

I finally completed my internship and completed the project, despite these ups and downs.

Chapter 8

Future Work & Conclusion

Future Works

This is not the end of the work. This application will receive additional features in the future, such as :

- Expanded admin feature: The administrator will be able to customize various things, such as the addition of new features and so on, it will be of the utmost assistance to the administrator. The management will be able to benefit from it.
- New functionality for users: We can provide users with additional features like a variety of learning methods and the ability to provide feedback on the course.
- Preservation of data: An archiving system should be included in a system that stores all a user's data so that retired, suspended, or fired users are archived rather than completely removed from the system.

Conclusion

I worked on a web application called Code And Skill during the internship. This online system is made to save users time and work well. This system is in place to enhance both the authority's experience and that of users. I have had a wonderful opportunity to work as a front-end developer there. My first step into information technology was the guidance I received during the three-month internship program here. I learned a lot about the development process during my experience. I now know the best way to develop the software and how to manage the various software requirements. I now have a clear understanding of my professional life as a front-end developer, the challenges I face, and how to deal with them. During the internship, I tried to improve my web development skills and cover my weaknesses.

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Web Application Development of "Code and Skill" at GojustiTech

By

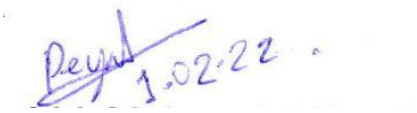
Omayes

Student ID: **1821861**

Autumn, 2022

Consent Form

The student modified the internship final report as per the recommendations made by his/her academic supervisor and/or panel members during final viva, and the department can use this version for archiving.



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