

Logbook Intern

Week 1

23/9/2024

Objective:

- Ice-breaking session with the members of company
- Setup project framework

Activities :

- Joined the company meeting at early of morning.
- Had a brief introduce myself to the company
- Know the job scope
- Setup Python
- Setup pgAdmin
- Project briefing

Achievements :

- Attended company meeting early in the morning
- Introduce myself to the company
- Learn the job scope and the responsibilities
- Set up Python for development
- Set up pgAdmin for database management
- received a project briefing, gaining and understanding of upcoming tasks

24/9/2024

Objectives:

- Induction
- Finish Setup Project Framework

Activities:

- Continue finishing setup Vue
- Had a briefing induction session with Miss Syarafana.
- take look around of the coding

Achievements:

- finished setting up Vue for development.
- Attended an introduction session with Miss Syarafana, gaining further orientation
- Reviewd the codebase, familiarizing myself with the project's coding structure.

25/9/2024

Objectives:

- Gain a few knowledge about vue 2 and vue 3
- Better understand on how the code works

Activities:

- Had brief with supervisor on how the code function.
- learn vue 2 and vue 3
- Learn axios for HTTP request
- Learn Pinia
- Understand the code flow
- learn state management from bootstrap

Achievements:

- Received a briefing from the supervisor on how the code functions.
- Learned Vue 2 and Vue 3, enhancing my frontend development skills.
- Learned Axios for handling HTTP requests.
- Learned Pinia, a store library for managing state in Vue.
- Understood the code flow, improving my comprehension of the project.
- Learned state management using Bootstrap, adding to my knowledge of user interface development.

26/9/2024

Objectives:

- Learn more about Oil and Gas company
- Find others software to be learned

Activities:

- went to OGA (Oil & Gas Asia)
- exploring other company's software

Achivements:

- expanding my industry knowledge and networking opportunities.
- gaining insights into different solutions and technologies in the industry.

27/9/2024

Objectives:

- 1. Better understand on how the code works

Activities:

- Creating question to be asked to the supervisor on how the code works
- Had a discussion about the question.
- Exploring more the code

Achievements:

- Created thoughtful questions to ask the supervisor about how the code works, showing initiative in understanding the project.
- Engaged in a discussion with the supervisor to clarify my questions, enhancing my understanding of the code.
- Explored the code further, deepening my familiarity with the project's structure and functionality.

Week 2

30/9/2024

Objectives:

1. Playing with front end code

Activities:

1. change color fill for every campaign
 1. Adding variables for color schemes and applying them conditionally based on the campaign.
 2. Using CSS classes or inline styles that change the background or text color for different campaigns.
 3. Implementing a theming system where each campaign can have its unique style, possibly by leveraging frameworks like SASS/LESS or using JavaScript for dynamic changes.
2. try edit some text in the code to display
3. Participating with the company meeting (huddle)

Achievements:

1. Successfully implemented a dynamic color scheme for multiple campaigns, enhancing visual appeal and brand consistency.
2. Increased efficiency by using CSS classes and inline styles to allow quick updates to campaign visuals.
3. Improved user experience by ensuring clear and engaging text is displayed across platforms.
4. Actively contributed ideas and feedback, helping the team achieve project goals and resolve challenges.
5. Strengthened collaboration and team cohesion by regularly attending and engaging in meetings.

01/10/2024

Objectives:

1. Playing with back end code (API)

Activities:

1. Do code for generating PDF
2. Manipulate the output
3. Do code for displaying the data in the pdf
4. Add a column in the PDF to display the facility name

Achievements:

1. Successfully implemented code that generates PDFs dynamically, allowing for easy document creation.
2. Ensured the generated PDFs meet required formatting standards, optimizing for readability and consistency.
3. Implemented functionality to control and manipulate content placement, ensuring the document aligns with design specifications.
4. Successfully displayed relevant data within the PDF, ensuring accurate representation of information.
5. Expanded the PDF layout to include a facility name column, increasing the document's informational value.

02/10/2024

Objectives:

1. Playing with back end code (API)

Activities:

1. Do code for generating Excel
2. Edit the code for manipulating the output of excel
3. Add a column in the excel to display the current user who access the system

Achievements:

1. Successfully developed code to generate Excel files dynamically, enabling efficient data export and reporting.
2. Enhanced the output by customizing Excel elements such as cell formatting, styles, and data alignment for better presentation.

3. Added functionality to capture and display the current user's details in a new column, increasing the file's auditability and tracking capabilities.

02/10/2024

Objectives:

1. Receive mini project
2. Setting up Mobile Development

Activities:

1. Start setting up flutter framework
2. Download any related file for the framework
3. Had a 10th anniversary meeting for company trip

Achievements:

1. Successfully installed and configured the Flutter framework, establishing a foundation for cross-platform app development.
2. Acquired and organized essential files, including packages, libraries, and dependencies, required for the Flutter framework.
3. Ensured all necessary tools are in place, reducing potential roadblocks during the development phase.
4. Contributed to a successful company milestone celebration, fostering team spirit and recognizing organizational achievements.

04/10/2024

Objectives:

1. Fixing any bugs occurred

Activities:

1. Trying to fix bugs that occurred
2. Finishing setup the emulator in Andorid Studio

Achievements:

1. Identified and resolved critical bugs, enhancing the stability and functionality of the app or project. \
2. Applied debugging techniques to isolate issues quickly, improving overall troubleshooting efficiency.
3. Successfully configured the Android Studio emulator, enabling efficient testing and development of Flutter applications.
4. Customized emulator settings to match target devices, providing accurate testing conditions for cross-platform compatibility.

Week 3

07/10/2024

Objectives:

1. Fixing any bugs occurred

Activities:

1. Examine all campaign-related UI elements for alignment, responsiveness, and visual consistency.
2. Verify that data related to the campaign is being fetched, displayed, and updated correctly
3. Perform end-to-end testing across all features and functionalities within the campaign section.

Achievements:

1. Successfully ensured that all UI elements in the campaign are properly aligned and visually consistent across different devices and screen sizes.
2. Verified that campaign data is fetched, displayed, and updated correctly, ensuring accurate and reliable information for users.

08/10/2024

Objectives:

1. Fixing any bugs occurred

Activities:

1. Identify any potential areas for performance improvements, such as loading times, rendering delays, or excessive memory usage.
2. Conduct a code review of the campaign-related modules to ensure that there is robust error handling and that best practices are followed.

Achievements:

1. Successfully identified and optimized areas within the campaign that needed performance improvements, such as reducing loading times and minimizing rendering delays.

09/10/2024

Objectives:

1. Adding new page in the existing system (mobile)

Activities:

1. Adding blank page with titled "MTO List" on the bottom navigation bar.
2. The blank page is within the campaign

Achievements:

1. Successfully implemented a new navigation item labeled "MTO List" on the bottom navigation bar, which enhances the app's structure and provides a placeholder for future content.
2. Positioned the new page as part of the Campaign section, possibly aligning with the app's content strategy and planning for future functionality.

10/10/2024

Objectives:

1. Continue previous task

Activities:

1. List out all the findings within the campaign in the MTO List page

Achievements:

1. Create a card or list tile widget to show each finding's details. You might want to include information such as the title, description, date, or other relevant details.
2. Ensure that users can easily navigate back to other sections of the campaign and have an option to refresh or reload the list of findings if needed.
3. Customize the appearance to match the rest of the app's design.

11/10/2024

Objectives:

1. Team Building
2. Anniversary

Activities:

1. Went to Janda Baik
2. Sungai Benus Trek and Funt Hunt
3. Whacky Sports
4. Indoor Get To Know You Games

Achievements:

1. encourage teamwork, improve communication, build trust, boost morale, enhance problem solving, and leverage individual strength.
2. Celebrate achievements, show appreciation, strengthen company culture, foster networking, inspire and motivate, and ensure fun to the team
3. Successfully completed a trek in Sungai Benus, which can be an achievement in endurance and navigation.

4. Engaged in sports activities, which might have involved skills in agility, coordination, and strategy.
5. Built connections with new people, which is an achievement in networking and interpersonal skills.
6. Actively participated and possibly led or facilitated group interactions, contributing to team bonding and camaraderie.

12/10/2024

Objectives:

1. Team Building
2. Anniversary

Activities:

1. War Games
2. Masterchef!
3. Anniversary Dinner "Bujang Lapok"

Achievements:

1. encourage teamwork, improve communication, build trust, boost morale, enhance problem solving, and leverage individual strength.
2. Celebrate achievements, show appreciation, strengthen company culture, foster networking, inspire and motivate, and ensure fun to the team
3. Demonstrated strategic thinking, teamwork, and tactical skills in a competitive setting.
4. Achieved recognition for preparing a unique or delicious dish, reflecting cooking prowess and presentation skills.
5. Being committee and involving planning the anniversary dinner with decorations, and prizes.

Week 4

13/10/2024

Objectives:

1. Team building

2. Anniversary

Activities:

1. Splash Activity
2. Photoshoot Session
3. Went back to Cyberjaya

Achievements:

1. encourage teamwork, improve communication, build trust, boost morale, enhance problem solving, and leverage individual strength.
2. Celebrate achievements, show appreciation, strengthen company culture, foster networking, inspire and motivate, and ensure fun to the team
3. Organize and lead the splash activity which is water netball and memory game which could involve teamwork, coordination, and just having a great time.
4. Captured memories with a photoshoot, which can be a great way to preserve the experience and express creativity.

14/10/2024

Objectives:

3. Company Holiday

15/10/2024

Objectives:

- Understanding Intellex mobile fetch data

Activities:

1. Try to understand how the code works.
2. play around with the code for better understanding
3. try to fetch data from database and display it to the view

Achievements:

1. understanding the existing code, including how campaign data and item lists are retrieved and dynamically displayed.
2. ensure that I can effectively implement scrolling and dynamic data updates, particularly on the MtoListScreen.

16/10/2024

Objectives:

1. Continue finishing the code

Activities:

1. Try to fetch data from database and display it to the view
2. create widget and function for UI

Achievements:

1. involves establishing a connection between the app and the database, querying the data, and ensuring it is correctly rendered in the view.
2. developed new UI components and functions to handle the display of data fetched from the database.
3. experimenting with the code to better understand the logic and flow of how data retrieval and display are integrated.

17/10/2024

Objective:

1. Continue finishing the code

Activities:

1. Continue creating widget and function for better UI
2. Displaying the wrong findings
3. Try to trace findings table in database

4. Make a correction in function for fetching the correct data

Achievements:

1. continuing to create widgets and functions, enhancing the user experience through improved design and functionality.
2. data being displayed is incorrect and are actively working to trace and fix the issues related to the findings table in the database.
3. successfully tracing and analyzing the findings table in the database, identifying discrepancies between the data and how it's being fetched.
4. correcting the function responsible for fetching data to ensure that the correct findings are being displayed in your app.

18/10/2024

Objectives:

1. Finishing display all findings

Activities:

1. Finishing display all findings within a campaign.
2. present it to supervisor for verification

Achievements:

1. In completing the implementation display all findings related to a specific campaign, ensuring that the data is presented accurately and clearly.
2. present the completed work to my supervisor for verification, demonstrating your commitment to quality and thoroughness in your project.

Week 5

21/10/2024

Objectives:

1. Add another page for MTO list
2. Read HttpRequest documentation for flutter

Activities:

1. Add MTO list within the finding list from Finding page
2. Fetch and display MTO data
3. Read HttpRequest documentation for flutter for next project
4. Present the output to supervisor

Achievements:

1. Success to fix bug that occure during execution
2. Success to display MTO List within the finding
3. Approved by supervisor

22/10/2024

Objectives:

1. Update status finding list
2. send data to server

Activities:

1. Make a new UI page for updating status for findings
2. add update function for sending data to server in backend
3. use axios to communicate with the server

Achievements:

1. The new UI page allows users to easily update the status of findings, leading to a more user-friendly experience.
2. Updating the status directly in the app streamlines the workflow, reducing the need for external tools or manual database updates.
3. Using Axios ensures seamless and efficient communication between the frontend and backend, allowing real-time updates.

23/10/2024

Objectives:

1. Create function

Activities:

1. Create function for updating status in repository
2. Make a connection with server by using http request
3. Build the function

Achievements:

1. Creating an update function in the repository ensures that your code follows clean architecture principles, keeping the data logic separate from the UI and business logic.
2. Establishing an HTTP connection with the server ensures that your application interacts seamlessly with the backend, enabling dynamic data updates.
3. By centralizing the status update logic in the repository, the function can be reused across various parts of the app, reducing redundancy.

24/10/2024

Objectives:

1. Create function for endpoint

Activities:

1. Create function for getting the data by request
2. Create function for updating the data by request

Achievements:

1. enable the application to fetch the most up-to-date information from the server dynamically.
2. Separating "get" and "update" functions enhances modularity, making the code easier to maintain and extend.

25/10/2024

Objectives:

1. Fix bugs

Activities:

1. Configure on how to fix bugs occurred during execution
2. try to resolve entity error
3. Had a multiple error during fixing the error

Achievements:

1. Resolving entity errors requires investigating their origins (e.g., database issues, API schema mismatches, etc.), improving your problem-solving technique
2. Bug fixing often reveals opportunities for optimization, such as improving code logic, API calls, or database structure

Week 6

28/10/2024

Objectives:

1. Fix error

Activities:

1. Continue fixing the entity error
2. Had a new error after fixing the entity error which is server error.
3. trying to fix the error by implementing the correct sequence in the function

Achievements:

1. Continuing to resolve the entity error shows persistence in addressing foundational issues, which ensures the system's data integrity.
2. Tackling new errors (e.g., server errors) that arise during debugging highlights your ability to adapt and deal with unexpected challenges.
3. Each bug fixed brings the system closer to being error-free, making it more stable and reliable for users.

29/10/2024

Objectives:

1. Fix error

Activities:

1. Had another error from the previous error.
2. try to ask my supervisor for guiding.
3. fixing the syntax and logic error
4. Try to update in UI for testing the output in backend. Successful.

Achievements:

1. Identifying and fixing syntax and logic errors improves your programming skills and ensures code correctness and efficiency.
2. Facing and resolving multiple errors has honed my ability to debug systematically and resolve complex issues.

30/10/2024

Objectives:

1. Try to add more feature other than update status
2. Add function for the feature in front end and backend

Activities:

1. Had a briefing project with the team for new project that will be full developed by me.
2. Add simple text UI for updating additional information.
3. create another function in repository
4. Create another function in backend for receiving request and update the data

Achievements:

1. A team briefing ensures alignment and clear understanding of project goals, paving the way for a smooth development process.
2. Taking full responsibility for the new project demonstrates trust in your abilities and provides an opportunity to showcase your skills.
3. Implementing both frontend and backend features ensures seamless integration and smooth data flow within the application.

31/10/2024

Deepavali Day

01/11/2024

Annual Leave

Week 7

04/11/2024

Objectives:

1. prepare for developing the new project

Activities:

1. Setting up the environment and framework for the project
2. Structure the designation of the project
3. Find information on how to apply the google calender API and validation scheme
4. Find information on what widget will be used in the project

Achievements:

1. Setting up the environment ensures a smooth start for the project, eliminating technical blockers and enabling efficient development.
2. Structuring the project's designation helps define its architecture, making the codebase organized, maintainable, and scalable
3. Investigating how to apply the Google Calendar API and validation schemes sets the groundwork for integrating advanced features and ensuring data accuracy.

05/11/2024

Objectives:

1. setup for new project

Activities:

1. Review mockup UI from the project
2. Find related dependencies
3. Find related videos for better UI

Achievements:

1. Watching related videos provides ideas for improving the user interface, leading to a polished and user-friendly design
2. Reviewing the mockup UI helps ensure that the design aligns with the project's goals and user expectations.

06/11/2024

Objectives:

1. setup for new project

2. setup backend (config)

Activities:

1. Review mockup UI from the project
2. Find related dependencies
3. Find related videos for better UI
4. Define backend for API config, define model, and structure endpoint

Achievements:

1. Ensures that the UI design aligns with the project's requirements and enhances the user experience.
2. Exploring videos for UI improvement leads to creative and innovative design ideas.
3. Establishing backend models and endpoint structure contributes to a scalable and maintainable codebase.

07/11/2024

Objectives:

1. setup for new project
2. setup backend CRUD

Activities:

1. Review mockup UI from the project
2. Find related dependencies
3. Find related videos for better UI

4. Define backend for API config, define model, and structure endpoint
5. Connect database with API

Achievements:

1. Reviewing the UI mockup ensures it aligns with project goals, improving user experience and interface design.
2. Watching videos about UI design helps refine your skills, offering fresh perspectives and techniques for improving the user interface.

08/11/2024

Objectives:

1. setup for new project
2. Setup framework

Activities:

1. Review mockup UI from the project
2. Find related dependencies
3. Find related videos for better UI
4. structure model
5. structure endpoint
6. Define flutter framework design

Achievements:

1. Reviewing the mockup ensures the design matches the project requirements and user expectations, helping guide the frontend development.

2. Identifying the right dependencies early on saves time and ensures smooth integration between various components of the project.
3. Defining clear and efficient endpoints ensures that the frontend can communicate with the backend in an organized and maintainable way.

Week 8

11/11/2024

Objectives:

1. Starting develop intern project
2. Develop Front End (UI Development)

Activities:

1. Create Login Page
 - username textfield
 - password textfield
 - link to reset password page
 - link to signup page
 - link to home page
2. attend to weekly huddle handled by the CEO

Achievements:

1. Developing a login page with essential features like username and password fields, as well as links to the reset password, signup, and home pages ensures a solid foundation for user authentication.
2. Implementing text fields for username and password provides a clean and user-friendly interface, crucial for a seamless login experience.

3. Including functional links to reset password, signup, and the home page ensures smooth navigation and enhances user flow.

12/11/2024

Objectives:

1. Starting develop intern project
2. Develop Front End (UI Development)

Activities:

1. Create Login Page
 - username texfield
 - password textfield
 - link to reset password page
 - link to signup page
 - link to home page

Achievements:

1. Successfully creating a login page with username and password text fields is a key milestone in building the authentication flow for your application.
2. Implementing links to reset the password, signup, and home pages enhances the app's usability by providing users with multiple navigation options.
3. The design and functionality of the login page lay the foundation for smooth user authentication, allowing users to sign in, reset passwords, or sign up with ease.

13/11/2024

Objectives:

1. Starting develop intern project

2. Develop Front End (UI Development)

Activities:

1. Create Login Page

- username textfield
- password textfield
- link to reset password page
- link to signup page
- link to home page

Achievements:

1. Successfully creating a login page with username and password text fields is a critical step in your app's user authentication flow.
2. Implementing links to reset the password, signup, and home pages enhances the user experience by providing easy access to other essential pages

14/11/2024

Objectives:

1. Starting develop intern project
2. Develop Front End (UI Development)

Activities:

1. Create Reset Password Page

- Email address textfield
- link to the success/unsuccess page

Achievements:

1. Successfully creating a reset password page with an email address text field ensures that users can initiate the password recovery process by providing their email.
2. Implementing a dedicated email address text field enhances the user experience by allowing for smooth and focused input.
3. The reset password functionality establishes a secure way for users to recover their accounts, improving overall user account management.

15/11/2024

Objectives:

1. Starting develop intern project
2. Develop Front End (UI Development)

Activities:

1. Sign Up Page
 - First Name textfield
 - Last Name textfield
 - Username textfield
 - Email Address textfield
2. Create a page for OTP
 - OTP field in box
3. Had meeting with Digital department for updating project progress

Achievements:

1. Successfully creating a sign-up page with essential fields (First Name, Last Name, Username, and Email Address) provides a comprehensive registration form for new users.
2. Implementing an OTP (One-Time Password) page with a dedicated OTP field box ensures secure and streamlined user verification during the sign-up or login process.

3. Attending the meeting with the Digital department to update the project progress helps ensure alignment across teams and keeps the project on track.

Week 9

18/11/2024

Objectives:

1. Starting develop intern project
2. Develop Front End (UI Development)

Activities:

1. Create dashboard page:
 - consist of 3 dashboard (individual, stats, and activity).
 - the 3 dashboard only visible for manager, and only individual dashboard is visible for non manager.
 - completing individual dashboard
2. attend to weekly huddle handled by the CEO

Achievements:

1. Successfully creating a dashboard page with three sections (individual, stats, and activity) adds crucial functionality for users to track key information.
2. Completing the individual dashboard is a key milestone in providing users with personal and relevant data, such as performance metrics or progress tracking.
3. Attending the weekly huddle with the CEO demonstrates active participation in the project's progress and team communication.

19/11/2024

Objectives:

1. Starting develop intern project
2. Develop Front End (UI Development)

Activities:

1. Create dashboard page:
 - consist of 3 dashboard (individual, stats, and activity).
 - the 3 dashboard only visible for manager, and only individual dashboard is visible for non manager.
 - completing stats dashboard

Achievements:

1. Successfully completing the stats dashboard adds an important feature that helps managers track key metrics and performance data.
2. Made significant progress in providing valuable insights for different user roles.

20/11/2024

Objectives:

1. Starting develop intern project
2. Develop Front End (UI Development)

Activities:

1. Create dashboard page:
 - consist of 3 dashboard (individual, stats, and activity).
 - the 3 dashboard only visible for manager, and only individual dashboard is visible for non

manager.

- completing activity dashboard

Achievements:

1. Successfully completing the activity dashboard rounds out the set of dashboards for managers, providing insights into activities or tasks that are important for tracking user progress.
2. With all three dashboards (individual, stats, and activity) now complete, the dashboard page offers a comprehensive view for managers, while non-managers still have access to the individual dashboard.

21/11/2024

Objectives:

1. Starting develop intern project
2. Develop Front End (UI Development)

Activities:

1. Creating notification page
 - the notification button is on the app bar
 - completing notification page
2. Creating action button in dashboard page or home page.
 - the action button is a floating button where it can add new action, meeting, lead, and contact

Achievements:

1. Successfully creating a notification page with a button on the app bar enhances user awareness and ensures users can easily access important alerts or updates.
2. The notification page and button help keep users engaged by providing relevant updates in an easily accessible location.

22/11/2024

Objectives:

1. Starting develop intern project
2. Develop Front End (UI Development)

Activities:

1. Creating drawer
 - it is for navigating between pages
 - completing drawer
 - do a customed drawer
 - create page for navigate
2. Had meeting with Digital department for updating project progress

Achievements:

1. Successfully creating a custom navigation drawer adds essential functionality, allowing users to easily navigate between different pages of the app.
2. Implementing a customized drawer enhances the user experience by providing a tailored navigation system that fits the app's design and flow
3. Completing the page navigation logic ensures that users can seamlessly move between various sections of the app, improving usability.
4. Attending the meeting with the Digital department to update the project's progress helps keep all stakeholders aligned and informed about the project's current status.

Week 10

25/11/2024

Objectives:

1. Starting develop intern project
2. Develop Front End (UI Development)

Activities:

1. Creating drawer
 - it is for navigating between pages
 - continue completing drawer
 - do a customed drawer
 - create page for navigate
 - add home drwaer
 - add navigation to the pages in home drawer
2. attend to weekly huddle handled by the CEO

Achievements:

1. Successfully adding the home drawer as part of the custom navigation drawer allows users to easily access the home page and other key sections of the app.
2. Adding navigation links within the home drawer improves the overall app flow, ensuring users can quickly move between pages without unnecessary complexity.
3. Attending the weekly huddle with the CEO helps ensure alignment across the team, and keeps the project on track by addressing any blockers or updates.

26/11/2024

Objectives:

1. Starting develop intern project
2. Develop Front End (UI Development)

Activities:

1. Creating user profile page

- consist of some additional textfield from sign up page such as sales target and lead target
- also, there is a button for changing new password and validation

Achievements:

1. Successfully creating a user profile page that includes additional text fields (sales target and lead target) adds personalized elements to the user experience, allowing users to set and track goals.
2. Implementing a button for changing the password with validation enhances security and gives users control over their account settings.

27/11/2024

Objectives:

1. Starting develop intern project
2. Develop Front End (UI Development)

Activities:

1. Team managment page
 - creating a team management page
 - it consists of list of team member
 - there is a button for adding member to the team

Achievements:

1. Successfully creating a team management page provides essential functionality for managing team members, centralizing the information in one place.
2. Displaying the list of team members allows for easy access and management of the team's roster, making it simple to view current members.

3. Adding a button for adding new members streamlines the process of expanding the team, ensuring team leaders or managers can add members directly from the page.

28/11/2024

Objectives:

1. Starting develop intern project
2. Develop Front End (UI Development)

Activities:

1. Contact page
 - creating contact page
 - do some tab for contact where it have categories such as existing contact, potential client, partner, and supplier
 - in every tab, there will be list of contacts based on the category
 - there is also a button to add contact

Achievements:

1. Successfully creating a contact page with organized tabs for different categories (existing contact, potential client, partner, supplier) enhances the ability to manage various types of contacts.
2. Sorting contacts into tabs based on their category provides a streamlined and organized way to view and manage contacts, making it easier to access the right information.

29/11/2024

Objectives:

1. Starting develop intern project
2. Develop Front End (UI Development)

Activities:

1. Had a farewell celebration for Abdi as intern for 6 months.
2. Attend a presentation by the presenter, Abdi. It is compulsory for every staff to attend the presentation
3. Meeting Notes Page
 - list of meeting notes can be reviewed when viewing leads or contact because it is based on contact and lead
 - creating list of meeting notes
 - there will be a button for adding a meeting notes.
4. Had meeting with Digital department for updating project progress

Achievements:

1. Successfully creating a meeting notes page that integrates with leads and contacts ensures that relevant meeting information is easily accessible in context. The ability to add and review notes directly enhances productivity and organization.
2. Attending the meeting with the Digital department helps keep the team aligned and informed about the project's status.

Week 11

02/12/2024

Objectives:

1. Starting develop intern project
2. Develop Front End (UI Development)

Activities:

1. Setting up tablet to be used by HESS, SHELL, and EPOMS.
2. Leads
 - creating lead page
 - do some tab for lead where it have categories such as suspect, opportunity, sales win, sales lost, and disqualified
 - in every tab, there will be list of leads based on the category
 - there is also a button to add lead.
 - lead is used in creating a follow-up action and meeting note
2. attend to weekly huddle handled by the CEO

Achievements:

1. Successfully setting up a tablet to be used by HESS, SHELL, and EPOMS ensures that the team can access the necessary tools and applications on the go.
2. Designing a lead page with categorized tabs (suspect, opportunity, sales win, sales lost, and disqualified) organizes leads effectively, making it easier to track and manage them based on their status.
3. Attending the weekly huddle with the CEO helps ensure that the project is progressing as expected and aligns with the overall business strategy.

03/12/2024

Objectives:

1. Starting develop intern project
2. Develop Front End (UI Development)

Activities:

1. Continue creating lead page
2. Diary
 - creating diary page
 - in this page, i will do for adding appointment and edit it.
 - this page does have calender for accessing it and to look appointment of the day

Achievements:

1. Continuing the creation of the lead page helps maintain progress on organizing and managing leads effectively, ensuring that each tab functions as intended.
2. Starting the diary page allows users to manage appointments directly within the app, which will be essential for scheduling and tracking important meetings or tasks.
3. Adding the ability to add and edit appointments enhances the diary's utility, giving users full control over their schedules.
4. Including a calendar within the diary page will allow users to quickly access and view their appointments for the day, improving navigation and time management.

04/12/2024

Objectives:

1. Starting develop intern project
2. Develop Front End (UI Development)

Activities:

1. Continue creationg Diary page
 - there will be two buttons for viewing follow-up action and meeting notes of the current user

Achievements:

1. Continuing the creation of the diary page with additional functionality to access follow-up actions and meeting notes enhances the page's usefulness, providing quick access to essential tasks.

05/12/2024

Objectives:

1. Starting develop intern project
2. Develop Front End (UI Development)

Activities:

1. check for the incomplete UI
2. add app_constant, app_string, and app_theme for better maintainability and usability

Achievements:

1. Checking for incomplete UI elements ensures that all aspects of the app are covered and ready for integration and testing.
2. By adding app_constant, app_string, and app_theme, I manage to centralize the app's constants, strings, and themes, which makes the code more organized and easier to maintain.

06/12/2024

Objectives:

1. Starting develop intern project
2. Develop Front End (UI Development)

Activities:

1. Had a discussion meeting by our Product Manager, Mr Naiem, for the next project. The tablet need to be available.
2. check for the incomplete UI
3. add app_constant, app_string, and app_theme for better maintainability and usability
4. Had meeting with Digital department for updating project progress

Achievements:

1. The meeting with Mr. Naiem helped align on the tablet's role in the next project, ensuring it's set up correctly and available when needed.
2. Reviewing and finalizing incomplete UI elements helps improve the overall user experience and ensures no functionality is left behind.
3. Adding `app_constant`, `app_string`, and `app_theme` enhances maintainability by centralizing values and providing a consistent structure for managing app configurations.

Week 12

09/12/2024

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

1. Had a meeting with the whole team for the next strategy of new project
2. attend to weekly huddle handled by the CEO
3. Use Dio and retrofit package for api integration
4. structure endpoint for verifying login
5. adjust api for accepting the request body of the form
6. creating bloc for state management and repository

Achievements:

1. The meeting with the whole team for the new project's strategy ensures everyone is aligned on goals and the project's direction, setting a solid foundation for collaboration.
2. Attending the weekly huddle with the CEO helps ensure the project is moving in the right direction and aligns with the company's goals.
3. Using Dio and Retrofit for API integration helps streamline network requests and provides robust, type-safe integration with your backend.
4. Structuring the endpoint for login verification ensures that user authentication is correctly handled.

10/12/2024

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

1. Setting up tablet for inspectors to bring it to the offshore
3. Use Dio and retrofit package for api integration
4. structure endpoint email verification for resetting password
5. adjust api for accepting the request body of the form
6. creating bloc and event bloc for state management and repository

Achievements:

1. Setting up the tablet for inspectors ensures they have the right tools for the job when offshore, enhancing field efficiency and communication.
2. Dio and Retrofit integration streamlines network requests, making the app's communication with the backend smoother and more robust.

3. Adjusting the API to accept the request body of the form improves request handling and ensures compatibility with frontend data formats.

11/12/2024

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

1. Do some task from our Product Manager:
 - add inspection activities in Daily Progress Report
 - upload daily progress report
3. Use Dio and retrofit package for api integration
4. structure endpoint for signing up user
5. adjust api for accepting the request body of the form
6. creating bloc and event bloc for state management and repository

Achievements:

1. Adding inspection activities to the Daily Progress Report and uploading the report ensures that project tracking is accurate and up-to-date, aligning with the Product Manager's requirements.
2. Using Dio and Retrofit for API integration streamlines communication between the frontend and backend, ensuring reliable and efficient data flow.
3. Implementing BLoC and Event BLoC for state management ensures clean, scalable architecture by handling data flow efficiently between the UI and backend.

12/12/2024

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

3. Use Dio and retrofit package for api integration
4. structure endpoint for fetching data to be displayed in the dashboard
5. adjust api for accepting the request body of the form
6. creating bloc for state management and repository

Achievements:

1. Dio and Retrofit allow efficient and reliable API calls to fetch and send data, ensuring the communication between the app and the server runs smoothly.
2. Adjusting the API to accept the request body of the form ensures seamless submission and proper handling of data from the frontend.

13/12/2024

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

1. Had meeting with Digital department for updating project progress

3. Use Dio and retrofit package for api integration
4. structure endpoint for fetching data to be displayed in the individual dashboard
5. adjust api for accepting the request body of the form
6. creating bloc for state management and repository

Achievements:

1. Participated in a meeting with the Digital department, ensuring alignment and clear communication on the project's status and next steps.
2. Successfully structured the endpoint to fetch and display specific data for the individual dashboard, tailoring the user experience.
3. Implemented BLoC to manage application states effectively, ensuring scalable and maintainable code architecture.

Week 13

16/12/2024

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

1. attend to weekly huddle handled by the CEO
3. Use Dio and retrofit package for api integration
4. structure endpoint for fetching data to be displayed in the stats dashboard
5. adjust api for accepting the request body of the form

6. creating bloc for state management and repository

Achievements:

1. Attended the CEO-led huddle, staying updated on organizational priorities and ensuring alignment with the broader company vision.
2. Successfully used Dio and Retrofit packages for seamless API communication, enhancing the efficiency of the backend-to-frontend data flow.

17/12/2024

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

3. Use Dio and retrofit package for api integration
4. structure endpoint for fetching data to be displayed in the activity dashboard
5. structure endpoint for fetching data to be used in the action button
5. adjust api for accepting the request body of the form
6. creating bloc for state management and repository

Achievements:

1. Structured the endpoint for fetching data specifically tailored to the activity dashboard, enabling users to view relevant updates and logs seamlessly.
2. Utilized Dio and Retrofit packages for efficient and reliable API communication, ensuring consistent data handling across the project.

18/12/2024

Objectives:

1. Committee EXS Year End Celebration

Activities:

1. I have been assigned to gift team:

- plan and organized the distribution of presents
- ensure all presents are purchased, wrapped, and labeled correctly
- coordinate with the f&b and logistic team for storage and distribution.

2. Attend the celebration

3. bowling competition at IOI City Mall

- consist of 4 members in each group
- played for 2 hours for collecting points
- each team has their own theme such as kain pelikat, spectacle and so on.

4. Company Lunch at JomAmigo at IOI City Mall

- had a little games called truth or dare and exchange gifts
- ceremony of presenting gifts

Achievements:

1. Successfully planned and organized the distribution of presents, ensuring all were purchased, wrapped, and labeled accurately.

2. Coordinated seamlessly with the F&B and logistics team to manage storage and distribution effectively.

19/12/2024

Objectives:

1, Define flutter framework design

2. Structure endpoint

Activities:

1. Trying to fix a macbook that being asked by our CEO, Mr Fairuz. He had some difficulty with his OneDrive and printing.
2. Adding columns(Foreign Key) in PostGres database in bridge table which is lead_contacts.
3. Adding attributes in PyCharm api for table lead_contacts
3. Use Dio and retrofit package for api integration
4. structure endpoint for fetching data to be displayed in the notification page
5. adjust api for accepting the request body of the form
6. creating bloc for state management and repository
4. Completing draft report to be submitted to faculty supervisor, Ms Norhaida

Achievements:

1. Resolved OneDrive and printing issues for the CEO, Mr. Fairuz, demonstrating effective problem-solving under high expectations.
2. Enhanced database structure by adding foreign key columns in the lead_contacts bridge table, ensuring better data relationships.

20/12/2024

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

1. Adding columns in PostGres database in table leads
2. Adding attributes in PyCharm api for table Leads
3. Had meeting with Digital department for updating project progress
3. Use Dio and retrofit package for api integration
4. structure endpoint for sending data of the user profile
5. adjust api for accepting the request body of the form
6. creating bloc for state management and repository

Achievements:

1. Resolved OneDrive and printing issues for the CEO, Mr. Fairuz, demonstrating effective problem-solving under high expectations.
2. Enhanced database structure by adding foreign key columns in the lead_contacts bridge table, ensuring better data relationships.

Week 14

23/12/2024

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

1. attend to weekly huddle handled by the CEO
3. Use Dio and retrofit package for api integration

4. structure endpoint for sending and fetching data for team management
5. adjust api for accepting the request body of the form
6. creating bloc for state management and repository

Achievements:

1. Participated in the weekly huddle led by the CEO, staying updated on company objectives and aligning project priorities accordingly.
2. Implemented Dio and Retrofit packages for efficient API integration, streamlining communication between the app and backend.

24/12/2024

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

3. Use Dio and retrofit package for api integration
4. structure endpoint for retrieving all contact to be displayed
5. adjust api for accepting the request body of the form
6. create new endpoint and crud function in api for getting data in database (follow-up action and meeting notes data)
6. creating bloc for state management and repository

Achievements:

1. Utilized Dio and Retrofit packages to ensure seamless API integration, enhancing data flow between the app and backend.
2. Structured an endpoint for retrieving all contacts, enabling comprehensive contact management and display within the application.

25/12/2024

Christmas Holiday

26/12/2024

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

3. Use Dio and retrofit package for api integration
4. structure endpoint for fetching all follow-up action and meeting notes to be displayed based on the contact
5. adjust api for accepting the request body of the form
6. creating bloc for state management and repository

Achievements:

1. Successfully utilized Dio and Retrofit packages to ensure smooth integration between the app and backend APIs, enabling reliable data communication.
2. Structured an endpoint to fetch all follow-up actions and meeting notes based on specific contacts, enhancing the functionality for contact-related data retrieval.

28/12/2024

Annual Leave

Week 15

30/12/2024

Annual Leave

31/12/2024

Year-End Holiday

01/01/2025

Public Holiday

02/01/2025

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

3. Use Dio and retrofit package for api integration
4. structure endpoint for fetching all follow-up action and meeting notes to be displayed based on the contact
5. creating crud function for adding contact to the database.
6. create endpoint to execute the crud function
5. adjust api for accepting the request body of the form
6. creating bloc for state management and repository

Achievements:

1. Successfully integrated Dio and Retrofit packages, ensuring smooth communication between the Flutter app and backend services.
2. Structured an endpoint to fetch all follow-up actions and meeting notes based on specific contact data, improving user experience for viewing related activities.

03/01/2025

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

3. Use Dio and retrofit package for api integration
4. structure endpoint for retrieving all lead to be displayed
5. adjust api for accepting the request body of the form
6. create new endpoint and crud function in api for getting data in database (follow-up action and meeting notes data)
6. creating bloc for state management and repository

Achievements:

1. Integrated Dio and Retrofit for efficient communication between the app and backend, ensuring smooth data exchange.
2. Structured the endpoint to retrieve and display all leads, enhancing the functionality of the lead management feature.

Week 16

06/01/2025

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

1. attend to weekly huddle handled by the CEO
3. Use Dio and retrofit package for api integration
4. structure endpoint for fetching all follow-up action and meeting notes to be displayed based on the lead
5. adjust api for accepting the request body of the form
6. creating bloc for state management and repository

Achievements:

1. Attended the weekly huddle where key updates and strategies were discussed, keeping the team aligned with project goals.
2. Continued using Dio and Retrofit for API integration, ensuring reliable communication between the app and backend.

07/01/2025

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

1. Setting up tablet for aegex and Bartech
3. Use Dio and retrofit package for api integration
4. structure endpoint for fetching all follow-up action and meeting notes to be displayed based on the lead id
5. creating crud function for adding lead to the database.
6. create endpoint to execute the crud function
5. adjust api for accepting the request body of the form
6. creating bloc for state management and repository

Achievements:

1. Set up the tablets for Aegex and Bartech, ensuring they are ready for use by the team for inspection and other field-related activities.
2. Continued using Dio and Retrofit for seamless API communication, ensuring efficient data handling between the app and the backend.

08/01/2025

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

3. Use Dio and retrofit package for api integration
4. structure endpoint for retrieving all appointment to be displayed in diary
5. adjust api for accepting the request body of the form

6. create new endpoint and crud function in api for getting data in database
6. creating bloc for state management and repository

Achievements:

1. Continued using Dio and Retrofit for efficient API integration, ensuring smooth communication between the app and backend systems.
2. Structured an endpoint to retrieve all appointments, providing a seamless way to display and manage appointments in the diary.

09/01/2025

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

3. Use Dio and retrofit package for api integration
5. creating crud function for adding appointment to the database.
6. create endpoint to execute the crud function
5. adjust api for accepting the request body of the form
6. creating bloc for state management and repository

Achievements:

1. Continued using Dio and Retrofit for smooth API integration, facilitating seamless communication between the Flutter app and the backend.

2. Created a new CRUD function to add appointments to the database, ensuring proper data handling and storage for user appointments.
3. Developed an endpoint that executes the CRUD function for adding appointments, making it easier to manage appointment data through the app.

10/01/2025

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

1. Had meeting with Digital department for updating project progress
3. Use Dio and retrofit package for api integration
5. structure endpoint for fetching meeting notes data
6. create new function called add meeting notes in api
6. create endpoint to execute the crud function
5. adjust api for accepting the request body of the form
6. creating bloc for state management and repository

Achievements:

1. Had a productive meeting with the Digital department to update the project progress, ensuring that everything is on track.
2. Continued integrating Dio and Retrofit for API communication, optimizing data exchange between the app and the backend.

Week 17

13/01/2025

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

1. attend to weekly huddle handled by the CEO
3. Use Dio and retrofit package for api integration
5. structure endpoint for fetching follow-up action data
6. create new function called add follow-up action in api
6. create endpoint to execute the crud function
5. adjust api for accepting the request body of the form
6. creating bloc for state management and repository

Achievements:

1. Participated in the weekly huddle led by the CEO, ensuring alignment with team goals and project progress.
2. Continued utilizing Dio and Retrofit for API integration to ensure smooth and efficient communication with the backend.

14/01/2025

Objectives:

- 1, Define flutter framework design

2. Structure endpoint

Activities:

1. Do research for applying notification in the project
2. create notification functionality
 - initialize the notification package in main.dart
 - create simple notification functions

Achievements:

1. Conducted research to explore the best approach for implementing notifications in the project, considering user needs and system compatibility.
2. Initialized the notification package in main.dart, setting up the foundation for notification handling across the app.

15/01/2025

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

4. continue create notification functionality
 - pop out a notification on the phone if someone assign to the user
 - assignation will be done in appointment page and lead page\

Achievements:

1. Implemented a feature to trigger a pop-up notification on the user's phone whenever they are assigned a task.

16/01/2025

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

1. Do research for implementing upload photo to the user profile
2. create function for uploading the photo to backend
3. Use Dio and retrofit package for api integration
4. structure endpoint for uploading photo of user
5. update the photo to the user table
6. download photo to display it in the avatar
5. adjust api for accepting the request body of the form
6. creating bloc and event bloc for state management and repository

Achievements:

1. Conducted research on how to enable photo uploads within the user profile.
2. Developed a function to upload photos to the backend efficiently.
3. Created an endpoint to handle photo uploads for users.

17/01/2025

Objectives:

- 1, Define flutter framework design
2. Structure endpoint

Activities:

1. adding columns (sales_target and lead_target) for table user in postgres
2. adding attributes for table user in PyCharm api
3. Had meeting with Digital department for updating project progress

Achievements:

1. Successfully added the sales_target and lead_target columns to the user table in the PostgreSQL database.
2. Incorporated the new attributes (sales_target and lead_target) into the API for the user table.

Week 18

20/01/2025

Objectives:

1. Product Build
2. UAT and Debugging

Activities:

1. attend to weekly huddle handled by the CEO

Achievements:

1. Participated in the weekly huddle meeting led by the CEO, discussing project updates and key developments.

21/01/2025

Objectives:

1. Product Build
2. UAT and Debugging

Activities:

1. tried to implement provider to the specific widget for state management.
2. Testing the CRM system
3. find bugs in the system and fix it

Achievements:

1. failed to implement the provider to be used across widgets
2. recognized bugs
3. fixed bugs
4. Explored the use of the Provider package for managing state in a specific widget, aiming to improve the app's architecture.
5. Conducted tests on the CRM system to ensure all features are functioning as expected.

22/01/2025

Objectives:

1. Product Build
2. UAT and Debugging

Activities:

1. tried to implement bloc provider to the specific widget for state management.
2. Testing the CRM system

Achievements:

1. failed to implement the bloc provider to be used across widgets
2. recognized bugs
3. fixed bugs

23/01/2025

Objectives:

1. Product Build
2. UAT and Debugging

Activities:

1. tried to implement bloc provider to the specific widget for state management.
2. Testing the CRM system

Achievements:

1. Focused on integrating BLoC provider into a specific widget for more efficient and manageable state management within the app.

2. Performed thorough testing on the CRM system, ensuring it functions as expected and identifying areas for improvement or bug fixing.

24/01/2025

Objectives:

1. Presentation

Activities:

1. Had meeting with Digital department for updating project progress
2. Had a farewell celebration for Ammar as intern for 6 months.
3. presenting my internship report to faculty supervisor and company supervisor

Achievements:

1. Participated in a meeting with the Digital department to review and update the progress of the ongoing project.
2. Attended a farewell celebration for Ammar, who completed his 6-month internship with the company.
3. Presented the internship report to both the faculty supervisor and the company supervisor, summarizing the work and contributions made during the internship period.

Week 19

27/01/2025

Objectives:

1. Do intern report

Activities:

1. attend to weekly huddle handled by the CEO
2. Finishing internship report
3. Setting up OneDrive for 4 laptops

Achievements:

1. Success attending the weekly huddle meeting with the CEO.
2. Manage to gather information about how the whole week been done.
3. Finish setting up OneDrive for 4 laptops

28/01/2025

Objectives:

1. Do intern report

Activities:

1. Finishing internship report
2. Find notes about Bloc Provider

Achievements:

1. Researched and reviewed notes on BLoC Provider, deepening my understanding of efficient state management in Flutter. This will help in implementing scalable and maintainable app architectures in future projects.

29/01/2025

Chinese New year

30/01/2025

Chinese New Year

31/01/2025

Annual Leave

Week 20

03/02/2024

Objectives:

1. Finalize intern report

Activities:

1. attend to weekly huddle handled by the CEO
2. Finishing up the intern report
3. Continue using Bloc provider for the project

Achievements:

1. Successfully finalized my internship report, documenting my learning experiences, technical contributions, and challenges faced. This reflects my ability to summarize and present work professionally while meeting deadlines.
2. Researched and reviewed notes on BLoC Provider, deepening my understanding of efficient state management in Flutter. This will help in implementing scalable and maintainable app architectures in future projects.

04/02/2024

Objectives:

1. State management

Activities:

1. Search any source about Bloc provider
2. Watch the video on how the implementation of bloc (bloc video link)
3. Implement the bloc to the code

Achievements:

1. Able to understand more about Bloc Provider
2. fixed exception on the project

05/02/2024

Objectives:

1. Implementation of Bloc provider

Activities:

1. fixing exceptions occurs during debugging
2. trying to fix the logic error where the lead list is not the same as the actual lead list after adding the lead
3. Setting up Microsoft problem as my colleague had problem where they cant edit excel

Achievements:

06/02/2024

Objectives:

1. Implementation of Bloc provider

Activities:

1. Fixing exception error when debugging
2. fix error about lead list where the list is not same as the added lead
3. implement bloc for adding contact in meeting note and follow up action

Achievements:

1. Successfully implement Bloc provider to add lead and make sure it reflects in the list
2. Successfully implement Bloc provider to add contact and make sure it reflects in the list

07/02/2024

Objectives:

1. Attend to farewell
2. Finish bloc providers

Activities:

1. Implementing bloc providers to the pages
2. Hand over all the unfinished tasks.

Achievements:

1. Successfully implementing bloc providers to the specific pages

2. Successfully hand-over all the task