THOMAS MORE

Reflection Personen & Kalenders/Kledij Beschadigingen

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1. Reflection

This document explains the student's reflection on the projects *Personen & Kalenders* and *Kledij Beschadigingen*. It contains a reflection per project, on the project itself, what the state of the project is at the end of the internship, referring to the project plan for *Personen & Kalenders*, what will happen with the project after the internship, as well as a personal reflection of the student, pondering on the growth of the student and the development of their hard skills and soft skills.

1.1. Project reflection

Personen & Kalenders, as was defined at the beginning of the internship, was completed by the students and handed over to the client on Monday, 19 May 2025, the last week of the internship, and later that week, a demonstration of the two applications was given to two users of the existing applications and we received some feedback from them. The client has already accommodated that feedback by adding more code.

As it stands, the project fulfils the objectives as defined in the project plan. To reiterate, those were:

- Replacing the existing applications, *Erica* and the *Informalendar*.
- Designed with an extensible architecture.
- Adhering to the common visual style of the hospital.

In its current state, the applications can now replace the legacy applications. It is designed with the three-tier architecture and with a consistent and well-defined structure, and the fact that the client has already implemented new features with very little difficulty proves that. It adheres to the visual style of the other applications in use at the hospital, and as a result, it will now feel at home with the other applications in use at the hospital. The client's first impressions with the final product are positive, and has stated that in its current state, it is already ready to be deployed to the hospital. Overall, this should be a more streamlined solution as compared to the existing set of applications.

The existing code may be further extended but no major modifications are expected to be made. In other words, features will be added but the code written by the students will not be modified except in the case of a bug fix. The application can be deployed to all the personnel in the hospital in September, pulling the existing applications out of circulation. However, recently one of the scripts (not written by me) has already been deployed and runs every hour on a scheduled task.

As for the planning, it was quite accurate. In the project plan, it was stated that that project would be completed on the 12 May 2025. All the functionalities were implemented by that date, but afterwards the client requested a few last-minute changes that we would have to implement before the full handover.

As for the possible risks as outlined in the project plan, to summarise:

1. The data would not be perfectly preserved when transferred.
2. The *new* user interface would not be familiar to users who were used to the *old* interface.

For the first risk, that was partially the case. We deliberately discarded, among other things, certain fields in the data model that we determined were not to be used. Examples of such are outlined in the realisation document, under the chapter Analysis.

As for the second risk, the emphasis was to keep the user interface for most functionalities almost the same as what was in the older application. In the user application, the same tab-based workflow is used, like in *Erica*. However, in the configurator application, the new ribbon layout is used, though the ribbon items are logically organised. In both cases, we took most of the functionalities from the existing applications, but this does not mean the code was simply taken from the existing applications: that only happened in a few cases,

such as the *Wachtbord planner*: almost all the functionalities in the application have been reimplemented from scratch.

On a personal note, I am very proud of the result that I have created. I have also added my own unique touch to the project. As someone who is performance aware, I have added some performance optimisations to the code, such as increasing the speed of certain WinForms controls using the undocumented “DoubleBuffered” property and making the calendar control that I wrote and designed performant.

As for *Kledij Beschadigingen*, since it is very small compared to *Personen & Kalenders*, there is not as much to say about it. It is completed, fulfilling all the functionalities, but has not been shown to the person who requested it, the department head of the facility department, though once that happens, and any feedback received is taken into account, the application can be deployed.

1.2. Personal reflection

On a more personal note, this internship has meant a lot to me, and I have grown in many ways.

On the one hand, this is my first real-world software project, as opposed to school or personal projects that I have worked on in the past, and I have gotten invaluable experience in doing so, truly learning the difference between an amateur and a professional. I have improved my knowledge in the C# language and learned (and mastered) a completely new framework for building Windows applications, WinForms, and I have improved my debugging skills in misbehaving programs effectively.

Aside from programming experience, I have also improved my analytical skills, with the help of my mentor, picking apart user stories to build data models, and I have also gained the discipline of testing a program to find bugs or other unintended behaviours. I also acquired my mentor’s keen sense of detail, with regards to code quality but also user interfaces, picking apart every small detail to help a user figure out how to understand and use a particular functionality, as well as maximising the efficiency of a user interface. When I analysed and prototyped what the scan form for *Kledij Beschadigingen* should be like, I used my own personal experience as a warehouse worker (which is very similar to what the end-user of the application will be doing) to inform the ideal workflow for this form, and my internship mentor promoted in me that I should *think* like a user to build a perfect user interface.

On the other hand, since I believe this is a representation of a real-life job, I have gained or improved my soft skills, such as patience, the ability to explain and defend my own viewpoint, and working according to a detailed planning. Since I executed this internship with another intern, we obviously had to work together, and overall, I believe we have had a positive experience together, both professionally and personally. We divided the work roughly equally, and if one of us was stuck somewhere, he would not be afraid to ask the other for help.

As a result of the general work atmosphere, my confidence has improved, and I have become a lot less nervous when explaining things to others. My general mood has improved, and I have become much more social with people, particularly my colleagues in my office. They have made a positive impact on me, and I hope that I have made a positive impact on them. Since I have conversed a lot with my colleagues in the office, who do not shy away from talking informally, my Flemish has improved. I have gotten much more physically fit, thanks to cycling with my new bike, which is always a plus.

1.3. Conclusion

In conclusion, these projects have been successful on all fronts. On the one hand, I have worked towards developing two projects that fulfil their respective goals, with both satisfying the client. On the other hand, I have learned a lot in the 13 weeks that I have been at the hospital, and I regard myself a completely different person. I can confidently say that over the course of this internship, that I have matured both as an individual and as an IT professional, and if I had the choice to do this assignment again, I would definitively do so.