

Software Design and Engineering

Briefly describe the artifact. What is it? When was it created?

The artifact I chose was from the CS 320: Software Testing, Automation, and Quality Assurance course taken in October of 2024. The program was created with the intention of displaying debugging and test cases in Java programming. The program allows the user to enter appointment, contact, and task information with different parameters for each input.

Justify the inclusion of the artifact in your ePortfolio. Why did you select this item? What specific components of the artifact showcase your skills and abilities in software development?

How was the artifact improved?

I selected this artifact because I wanted to showcase my ability to comprehend debugging in different programming languages. I improved the artifact by changing it from Java to Python and adding a menu screen to make the program usable.

Did you meet the course outcomes you planned to meet with this enhancement in Module One?

Do you have any updates to your outcome-coverage plans?

I changed the artifact I had planned to use. Originally, I had planned to change the Android App created in Mobile Architecture and Programming from Java/Kotlin to Swift. I ended up changing my plan because I do not have a MacBook and was unable to get VirtualBox working. However, changing this program to Python showcases the same ability. I plan to use this same artifact for the Data Structures and Algorithms section, and will still use the mobile app for the Databases section.

Reflect on the process of enhancing and modifying the artifact. What did you learn as you were creating it and improving it? What challenges did you face?

I learned that I need more practice in both Java and Python. I found myself having to refresh myself on basic Python programming, especially classes, which became challenging.