This artifact has to do with the course that I took known as CS 250: Software Development Lifecycle. This artifact has to do with my fundamental understanding of the SDLC along with the various documentation, flowcharts & diagrams, and methodologies that I learned about along the way. It was created quite a while ago during my first semester as SNHU if I recall correctly a couple years ago.

I chose to select this artifact for the portfolio because I think it is great to highlight the large amount of understanding I have for the SDLC. While I don’t believe there is one specific component of the artifact that showcases my skills and abilities as I believe the artifact showcases my level of understanding. The artifact was improved upon by taking the knowledge that I have and developing that into an informative paper that showcases that knowledge along with implementing common flowcharts & diagrams that are utilized within the Software Engineering field.

According to the following course outcomes of:

1. Employ strategies for building collaborative environments that enable diverse audiences to support organizational decision-making in the field of computer science.
2. Design, develop, and deliver professional-quality oral, written, and visual communications that are coherent, technically sound, and appropriately adapted to specific audiences and contexts.

I believe that I have hit the nail on the head so to speak for these outcomes.

I believe the most important thing I learned had to do with just how much knowledge I did retain along with how much I needed to remember. It was challenging, completely remembering everything and required some independent research since I don’t seem to have all the coursework that was done in the course which turned out to be the major challenge. This challenge was overcome by specific keyword research to attain the knowledge needed to develop this low-level opinionated understanding of the SDLC or Software Development Lifecycle.