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CS – 499 Computer Science Capstone

21 March 2021

Milestone 2

A. The artifact I have chosen for this portion is the mobile application. The mobile application is to be able to track inventory. I started to create this mobile application in January 2021.

B. For this portion of the project I choose to focus on the java code for the messaging unit. I think this showcases my skills in software development as it is showing different data types, the code is simple and easy to read. As well as it shows how I used different types of loops.

C I believe that I meet the requirements. While the code is not fully executed and still has some issues, a project is built through sprints. This is a good push in the right direction in order to be able to fully launch the mobile app.

D. In this part of the process I worked on improving the messaging element of the inventory app. The challenge that I had was doing research on how to create the messaging portion. I still need to modify it. My initial plan was to be able to send through an email. However, I am thinking about changing that to an SMS message. This could allow for the user to be able to share the inventory changes as well as getting a notification when inventory is low. This is not a fully complete aspect. However, I did not have a start on this so having a start is making it head in the right direction. This is completely different than a computer application. So a lot more research is going into it.