CS-499 Milestone Two Narrative

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

   This artifact was created for CS-360 and SNHU and is an Android app designed to help

   track daily weight measurements of a user and then text the user when their desired

   weight is hit.

2. 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?

   This artifact shows my ability to design and build larger projects while keeping clean

   functional code. For this artifact, I standardized some if the UI designs as well as the code

   that ran them. I also split functionality into more modular classes and dealing with

   warnings and comments through the code makes it more user-friendly and maintainable. I

   added a settings drawer on the main page and this took a larger portion of my time than I

   was expecting. An app Icon was also added to help with the completed feel of the app.

   Finally, I added a palette of colors for both a standard theme and a dark mode theme for

   the app which was then integrated through all the elements of the app

3. Did you meet the course objectives you planned to meet with this enhancement in

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

My project is now cleaner than it was a large chunk of time went into researching various aspects of this project to complete objectives in the best possible ways rather than ways that just work. Comments have been updated. All warnings that were of substance have been dealt with. I have found a few stemming from targeting a larger range of Android APIs that have been repressed as their behavior is correct for some targeted API's. Additional warnings that stem from Todo's for enhancement 2 were left in place for now.

4. 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 a decent amount implementing the settings drawer without using an action bar to open it or fragments to hold it as I have done the one other time I have used. It was fun to see where my intuition was correct and where I had to do some research as to what was required. I learned more about Gradle files during this project as I spent a decent amount of time working with them for cross-API errors. Trying to create an app that could handle a range of APIs and testing my solutions across them was frustrating at times as was the hardest challenge this week but I am very happy with my final result.