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Milestone Three

The artifact being submitted is a piece of a project done in CS 310. The project was a Jukebox project where there were artists that had songs, and then the user could create a list of the songs. What I have done with it is created an actual class for the artists, and then made object artists from that class. This class has more functionality than the artists originally had in the project, now containing albums and band members, as well as songs. This utilizes array lists to store the various types of information, and for loops to display it. This change makes it easier to add artists in the future and to change specific elements about all artists. Prior to having an artist class, if one wanted to add albums to artists, they would have to add that feature to every artist in the program. Now the functionality only needs to be added to the class and all objects will inherit it. I have included this artifact in my portfolio as it demonstrates that I have a proficiency in creating classes and objects, as well as using arrays. These skills relate to the course objectives CS-499-03 and CS-499-04.

I did meet the outlined goals in module one. I added a class for artists and then demonstrated the use of this within a program. I went beyond my outlined goals. I added albums and band members to the class as well as just songs. I did not submit the entire program, as I must rework large sections of it to work with the new format. Instead I submitted a smaller program that demonstrates the artist class and its functionality, to show what I changed and how it would work and be expanded upon.

In modifying this program, I practiced with arrays and accessing specific elements within an array. This was a challenge as I have not had to do this in some time, but using help from the Eclipse IDE, I was able to experiment and make the program work as I had intended it to. This experience helped me to understand the use of arrays and classes more than I had when I set out.