Logan Martha

Professor Phillips

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The artifact I’m using for Enhancement One: Software Design/Engineering is my CS-360 Mobile Architecture and Programming Weight Application. This is a full-stack mobile app built for Android devices, and I created it in winter 2024. I chose this project for my ePortfolio because it touches on a lot of areas within computer science. It shows that I can work on both the front end and back end, and it also uses a database, which highlights my experience with MySQL and general database structure. For this enhancement, my goals were to clean up the XML files to follow better industry practices, improve the comments and clarity throughout the app, and add a logout function, which didn’t exist in the original version. I was able to get all of that done. Even with adding a new feature, my code became more efficient overall. I actually ended up with fewer lines of code than I started with. While going through the enhancement, I realized there are a lot of different ways to solve the same problem. There’s no one “right” way. It’s all about finding what works best and is most efficient. My main challenge was just getting re-familiar with the project, going through the code, libraries, and how everything was connected in Android Studio. But once I did that, adding the logout feature and cleaning up the XML was pretty smooth.