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Software design and engineering narrative

The original artifact I plan on using is a project in which we had to design and plan out a student information system for an IT 315 class. The project had us laying out how the system would work, which type of information would be needed, and had us filling out use case templates to ensure we were accurate with our information. I selected this artifact as I feel enhancing this would showcase my understanding and ability within the category of software engineering and design. Being able to take a design doc with use scenarios and coding it into a working program shows the realization of skills in design and engineering. The specific component of the artifact that displays said skills is the creation of the code which was created from a document on what the hypothetical program would feature. The artifact was improved by actually creating what was meant to be created from the planning process. I believe I have met the course objectives within this enhancement but am ready to make modifications to the enhancement if I need to further meet any of the course objectives. I learned through the process of enhancing this artifact that it is much for difficult to translate code from words than it is to review code with words. Creation and reviewing is a similar process as you try to comb through the work with detail and efficiency but creating code has the added stress and work of making sure the code does what it is supposed to do while also making sure it's efficient. Along with those challenges, there is also the challenge of making sure the code is error proof. It is one thing to recreate what is intended, it is another to have that code work even when input isn’t entered properly.