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**Code Functionality Update**

The Paint Estimator was a java program that was created early in my software engineering classes. The purpose of the program was to accept input from the end user to determine the width and height of a wall to calculate the area. From there the program calculates the number of paint cans needed to cover the area of the wall.

This program was selected because there is a great deal of improvements that could be made to demonstrate the flexibility and programming knowledge that has been learned through the software engineering course. The improvements that were made to this program were that a under entry validation. A ‘while’ statement was added to both user information requests. This was added to ensure that the data being entered was in a format that was acceptable to the estimator program.

This is the kind of upgrade that will greatly improve the efficiency of a program and ensure that the results are in a proper format. User data validation is critical when creating a program because it limits the chances that the program can be exploited and ensures that the user is getting the proper results.