Justin Angle

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CS 499

Milestone Two

The original artifact was created in CS 360, it was designed to be a weight tracker app that would allow you to set a certain goal weight and enter your current weight to keep track of your weight. It would also send a text message once your goal weight is reached. I created this project in November of 2024 to do the required functions. The enhancement that I decided to do to this artifact is to add a water tracking portion to the app to allow the user to also track their water intake in addition to their weight. This should help the user stay hydrated while also reaching their goal weight. Looking back at my original code, I noticed that I did not properly name the java files or properly comment throughout the files. I completely redid the artifact to ensure it complied with industry standards and made it easier for future people to understand what is going on in my code. Below are some screenshots of the app working.

A screenshot of a login screen

AI-generated content may be incorrect.

A screenshot of a login form

AI-generated content may be incorrect.

A screenshot of a phone

AI-generated content may be incorrect.

I selected this artifact for my ePortfolio because I believe it showcases how much I have grown as a software developer. I was able to completely redo the app in order to make it more concise and added complexity to it. Some specific components of the artifact that shows my skills and abilities in software development are the addition of water intake tracker, the proper naming of files, and the ability to refactor code allowing for more concise coding.

Yes, I met the course outcomes I planned to meet with this enhancement, I actually believe I met more outcomes. I believe I met outcomes 4 and 5 in the course outcomes. Outcome 4 is to demonstrate an ability to use well-founded and innovative techniques, skills, and tools in computing practices for the purpose of implementing computer solutions that deliver value and accomplish industry-specific goals. And outcome 5 is to develop a security mindset that anticipates adversarial exploits in software architecture and designs to expose potential vulnerabilities, mitigate design flaws, and ensure privacy and enhanced security of data and resources. The process of enhancing and modifying was difficult, I learned a lot while improving it. I researched proper naming conventions and went through my code to figure out how I can better improve it. I faced a few challenges going through this artifact, a few of them were crashes in the app. To overcome this, I utilized Logcat to figure out why it was crashing. I was able to find that it was an error in the AndroidManifest file and was able to fix it by adding the activity.