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CS-499

Southern New Hampshire University

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Milestone Two: Narrative

**A.**

The Artifact that I had chosen for milestone two is from CS-360: Mobile Architecture and Programming. This artifact was created in June of 2019.

**B.**

The purpose of this artifact being chosen for my ePortfolio is for a few reasons. This was our hardest class at SNHU, and not only did it rely on our programming skills, such as data structures and algorithms, it relied on our ability to understand design from a software engineers’ point of view. Some of the specific skills used in this artifact, were implementing databases, implementing API keys such as Google Maps and design capabilities that range from aesthetics to good coding practices. Some of the ways I improved on this artifact, was by cleaning up the code. The code was an absolute mess, there were blank spaces and a lot of unused code. After taking a secure coding class, this opened my eyes to unused code and how it should not be left in the project, which could be an open source for malicious attacks. I cleaned up a lot of commented out code as well, which was seemingly harmless, however it just cluttered up the code and was confusing to look at.

I ended up changing the entire layout of the code, and the variables and data structure of this code as well. The application was originally set up for finding campsites, however I revolved this application to be around finding parks instead. The reason for this is because my google search is looking for key words such as “parks”, so it made sense to just change the entire application. This meant that I had to go through all my code, and anything that resembled the word “campsite” was replaced with the work “park” or something close to that. The result of this was changing, functions, constructs, variables, and class names. I fixed the layout of the application aesthetically. This was a big issue for me when I turned in my application to for the final class. I was not happy with how the layout was seeing that most of the buttons were different sizes.

**C.**

I believe that I did meet the course requirements and outcome of this project. I chose this project, because I knew that it would encompass a broad spectrum of different things to update and add. This project has a lot of potential to show to a future employer and that is the reason why I chose it, so that I could display my application in person to them, and then show them the code as to how I implemented these functions of the application. As for any updates, I believe I am still on track to complete each milestone on time.

**D.**

Some of the things that I learned from this project was how to properly structure an application in Android Studio. After taking multiple coding classes after CS-360, I realized how poorly structured my code was and code unorganized it was. This allowed me to self-reflect on my past self as a beginning engineer and how I have grown over the past two years. Some of the challenges that I had to overcome was messy code and trying to make sense of how the code worked from something that hasn’t been touched in over a year. It took me a good few hour to get back to how this application works. On top of that, I hadn’t developed in Android Studio since that class, so I had to relearn how most of it all flows. One of the biggest challenges was changing names of variables and package classes. Once I updated this from campsites to parks, I had to make my code relevant as well, which caused a lot of errors when compiling. So, taking the time to figure out how to get this to work properly and performing searches and debugging took a lot of time. In the end, the application works as intended.