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CS-499

The artifact I have chosen for the portion of my ePortfolio is a mobile application that helps create and manage an inventory database for retail stores. I created this artifact when I took my CS-360 course for mobile architecture and design. The reason I selected this mobile application for my ePortfolio is due to its level of complexity using multiple functions to allow for the creation of a secure database. Users not only create and manipulate this data base but also create log ins for themselves and others to access the given databases. Additionally, users can set SMS notification through the application to get alerted when ever inventory in the database is getting low. I improved this application by first making in fully functional, but additionally fixing the GUI the user’s access so the buttons are more cleanly placed and easy to use without hitting the wrong button by mistake. When I first came back to this application it didn’t work at all, not in works and is easier for the users to handle.

When working on this application I was able to get it fully functional when was the main goal of my first enhancement, as well as making the GUI of the application more user friendly. As I worked through bringing this application to 100% functionality I felt as if I was plugging holes on a leaky ship every time, I fixed one bug another would pop up. But as I worked, I found that often times the bugs were caused by unnecessary classes that caused redundancies. I went through each class and tested it, working on each bug removing or modifying them as needed. At one point I found I had a navigation tool that not only did I not need but also when removed got rid of more than one bug. The biggest take away I got from reworking this application is, coming back to a project with fresh eyes is the best thing you can do, often it allows you to come up with solutions you may not have thought of in the moment.