Through out the course work I have been able to see that I have over time developed a better sense when it comes to layout and a need for branching out of the main class file. By doing this it allows for better design choices and allows for easier review of the functions as a whole sense there is less code on the screen. During the process of developing these enhancements the need to determine errors in the choices made and make the appropriate changes was necessary. In any area that I found that I was having issues with I found that there is a large amount of information that can be found on technical forums with a little research. This allowed for the issues that I previously talked about to be fixed in a better way and allowed for the code to function more efficiently. One good example of both these areas is the enhancements done to Artifact one. The original design of the program based around all the code to be inside a single file, which did not allow for easy modifications or review. By separating some of the functions to external files it allows for the main file to be easier to read through. One of the updated files allows for the GPU instructions to retained in an external file, which would allow for an easier change out of that file or an update to that file with out having to open the main file. Since the will pull all the information out of GPU instructions on its own.

The first artifact focuses on the basics of design and how to set up appropriate algorithms to allow the program to function properly. In this case the program creates a window and generates a 3D scene. For the second artifact it focuses on operations in a database with the user viewing that database through a dashboard application. Where one focuses more on the design layout of a larger program, the other focus on a practical application that is smaller and allows a lot of user to interact with data being stored in a database.