Riley Snowe

CS 499

Southern New Hampshire University

29 May 2022

Journal

The second artifact I have started working on comes from my CS 405 class regarding exceptions. The assignment was from the fourth week in the class where we had to write code that handled different types of exceptions, including unknown exceptions. I have already implemented changes to the code, which was not a huge change.

Reviewing the code and what else could be changed, I found that my current code is very efficient in terms of operation and design. The only additional design changes could come from adding back tracking to any events regarding unknown events, which is not a very efficient process. Best practices are do not catch what you cannot handle, which means everything should be specifically caught, but in the case of the assignment this code was purposed for it was not able to follow best practices.

The changes implemented are rewording the comments to include more detail for what each section is looking for, along with expected outputs. All initial artifacts, along with the changes to artifact one has been uploaded to GitHub.

A screenshot of a computer screen

Description automatically generated with medium confidence

Before Changes:

Text

Description automatically generated

After Changes:

Text

Description automatically generated