One major trend in computer science is the growth of Virtual and Augmented Reality. These technologies are becoming more advanced and are being used in areas like medical training, flight simulations, and even everyday mapping tools. VR and AR are important because they can make learning and practicing safer and more realistic, which can lead to better results in training and real world decision making. Another trend is the development of Artificial Intelligence in video games. AI is making games smarter by allowing characters to react to players in more realistic ways and helping create more detailed and immersive game environments. This changes how games are designed and played, making them more interactive and lifelike. Both trends are transforming computer science by pushing developers to create more immersive and intelligent systems, while also giving users, whether they are students, workers, or gamers, a more engaging and helpful experience. These trends fit within my career interests and aspirations because things like AR, VR, AI and video games can all be things that I use in my development processes or things that I could work on in the future. I am open to working with all kinds of these technologies and could see myself working on something related to them in the future. At this point in the course, I think the course outcomes I have achieved so far are “demonstrating 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”

**Status Checkpoints for All Categories**

| **Checkpoint** | **Software Design and Engineering** | **Algorithms and Data Structures** | **Databases** |
| --- | --- | --- | --- |
| **Name of Artifact Used** | **Artifact name:** Unit Test Project  **Origin:** CS 320: Software Testing, Automation, and Quality Assurance | **Artifact name:** Hashtable chaining + sorting Project  **Origin:** CS 300: Data Structure and Algorithms: Analysis and Design | **Artifact name:** Unit Test Project  **Origin:** CS 320: Software Testing, Automation, and Quality Assurance |
| **Status of Initial Enhancement** | Enhancements Completed | Enhancements Completed | Mostly Completed |
| **Submission Status** | Submitted | Submitted | Submitting Soon |
| **Status of Final Enhancement** | Feedback was applied | Feedback applied | Planned but not yet completed |
| **Uploaded to ePortfolio** | Planned but not yet completed | Planned but not yet completed | Planned but not yet completed |
| **Status of Finalized ePortfolio** | Planned but not yet completed | Planned but not yet completed | Planned but not yet completed |