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CS 499: Computer Science Capstone

Enhancement One/Narrative

The category in this section consists of software development and design. The artifact I have chosen is from CS320: Software Testing, Automation and Quality Assurance. Based from what I have learned through my journey, one of the most important things to do when working on a project particularly a new software, is testing. From this course, I learned various forms of testing in an Agile environment such as static and unit testing, integration, system, integration and black-box testing. One of the enhancements I immediately implemented was haven’t the code well documented with an easy-to-maintain commenting style. I realize when I was reviewing my artifact, there were minimum indications on which sections of code that weren’t commented for other users to understand what sections of code does and what function is going to do when running the program. The purpose of this project was to display best practices testing software code as well as how to approach certain sources of code when utilizing software testing. Moreover, the code has to be syntactically accurate, concise and modular which is skills that is recommended to become to become a software developer.

As I reflect on the artifact, I learn an instance as to what I wanted to enhance as well as some useful tips to make my code look a bit more polish. There was minor enhancement within this code such as commenting code with each class which can really make things a lot easier especially if I’m running multiple classes. It’s easy to get confused on which class works for this function, so having code short but clear comments such as class-level and function-level comments can really ensure a fellow developer to understand and analysis the code, its function, and its value. There were minor bugs and errors that were quickly address and taken care of without any confusion.