Brianna Littleton

CS 499 Milestone Three

1. Briefly describe the artifact. What is it? When was it created?

I chose CS 320: Software Testing, Automation, and Quality Assurance. I created the coding for this course around April of 2024.

1. Justify the inclusion of the artifact in your ePortfolio. Why did you select this item? What specific components of the artifact showcase your skills and abilities in algorithms and data structure? How was the artifact improved?

The primary focus is on learning the practices, tools, and techniques that ensure the software we develop is reliable, functional, and meets quality standards. The code involves three different categories: appointment, contact, task. Within those categories there’s appointment.java, appointmentService.java, appointmentServiceTest.java, appointmentTest.java, contact.java, contactService.java, contactServiceTest.java, contactTest, task.java, TaskService.java, taskServiceTest.java, TaskTest.java. Each part of the code has different functions and different requirements in order for it to work. For example, in appointment.java we need to make sure to include the appointment id, appointment date, and appointment description. For the appID the length couldn’t be more than 10 characters, the date had to be a new date (in the future), and the description couldn’t be more than 50 characters.

1. Did you meet the course outcomes you planned to meet with this enhancement in Module One? Do you have any updates to your outcome-coverage plans?

Yes, I met the course outcomes I planned to meet with the enhancement in Module One. Of the five course outcomes I wanted to employ strategies for building collaborative environments that enable diverse audiences to support organizational decision-making in the field of computer science.

Design and evaluate computing solutions that solve a given problem using algorithmic principles and computer science practices and standards appropriate to its solution while managing the trade-offs involved in design choices.

1. Reflect on the process of enhancing and modifying the artifact. What did you learn as you were creating it and improving it? What challenges did you face?

I applied software engineering testing strategies and practices as part of the software development lifecycle, including requirements analysis, verification and validation, and quality management. The creation of unit tests and analysis of various testing approaches will also be covered.