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CS 499

Milestone Two

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

An artifact according to techtarget.com is, “a byproduct of software development that helps describe the architecture, design, and function of software. Artifacts are like roadmaps that software developers can use to trace the entire software development process” (Gillis, 2022). To put it simply it is software that includes an explanation of how it is developed. The artifact I chose was the Paint program from my CS 145 class. This project calculates the wall area and tells you how many gallons of paint you need for the wall.

**B. 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 software development? How was the artifact improved?**

This artifact fits for my ePortfolio by fulfilling the skill of software engineering and design. It is a software program that helps read user input and provide usable output. This item was selected because it shows how a program can be used in the real world by calculating the amount of paint someone might need for a job. The artifact shows my specific skills of using a scanning system in java, assigning variables properly, setting up user input, detecting user input, and using input from the user to calculate information that can be used. My paint program was enhanced by helping the user calculate how much trim they will need for a room, include the door area, and then determining how much paint they will need for the door and trim if they are the same color as the wall or different color.

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

I feel that I did meet the course objectives planned in module one. The course objectives were employ strategies for building collaborative environments, design develop and deliver professional software, design and evaluate computing solutions, demonstrate an ability to use well-founded and innovative techniques, and develop a security mindset for your software. These requirements were met within the program by having well-organized user experience and practical application.

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

During this process of enhancing the program I was nervous and excited to see the result. I learned that modifying a program can help improve its functionality and user experience. As I was trying to learn how to calculate the linear feet and organize the system.out.print part of the program in an organized manner it helped me understand how to better plan for this type of outcome. Having a program that can be useful in a real-world situation is helpful and meaningful. Most people that own a home long enough eventually experience having to take their own measurements and accomplish a few do it yourself projects. It is helpful to have calculators such as this paint program that can help them determine what they need. I hope to continue to make programs that are useful for people in real life scenarios.

# References

Gillis, A. S. (2022, February 1). *Artifact (software development)*. Retrieved from Tech Target: https://www.techtarget.com/searchsoftwarequality/definition/artifact-software-development#:~:text=An%20artifact%20is%20a%20byproduct,models%2C%20printed%20documents%20or%20scripts.

**SCREEN SHOT**

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