

Enhancement One: Software Design/Engineering

Charetta Frierson

Neil Kalinowski

CS 499

22 September 2019

Southern New Hampshire University

Artifact Selection

I have chosen to update and improve the efficiency of the zoo monitoring system from IT 145. The system helps zookeepers keep track of animal health, activities, and habitats. It uses dialog boxes to alert when animals or habitat is out of the normal range, displays information based on file, and distinguishes choices based on selection and category. The artifact was originally created in 2017 and updated September of 2019.

Inclusion and Justification

This artifact was selected to showcase the skills currently asked for within the industry as a Software Developer. The specific components I will be reflecting are attention to detail, debugging, problem solving, and logical thinking. Overall the program will show software best practices and complete functionality. Initially the program was created in Java, so for this enhancement I decided to change the code to C++ and condense to prohibit confusion and lessen complexity.

Outcome and Objectives

Generally, I believe that I did meet the course objectives with the module one enhancement. My goal was to enhance with a different coding language and to simplify the artifact. I do have more updates to make as far as adding the files and making the code the most efficient it can be.

Reflection

Looking back at the enhancement process I would say that it took way more effort than I would have thought to completely change code. Going into it I knew that C++ was unique and a bit less complex. In C++, statements use cout, scope resolution operators also define methods outside of a class, the programmer checks for errors, and structures are supported. Java and C++

both have their designated pros and cons. As far as challenges I am still adding the text files, I found a ton of ways to do this and on the next update should have this completed.

