The artifact that I used for this enhancement was an event tracking app. I created it when I took Mobile Architecture and Development last fall. It is an app that allows users to keep track of events and their dates. I selected this item because it is one of the most complex projects that I had to choose from. I believed that I would benefit more from working on this project then by working on a simpler one. The ways that the user can interact with the app showcase my skills and abilities in software development. Usability is very important for any piece of software so showing I have those skills is essential. I improved the artifact by allowing the user to choose how they want the app to appear. They can now customize the background color of the app.

I met the course outcomes I planned to meet with this enhancement and I do not have any updates to my outcome coverage plans.

I learned a lot with this enhancement. I found that it was much more difficult than I anticipated it to be because I kept running into little details of how things are called in android that required me to be very exact in my programming to avoid pitfalls. For example, I found that after changing the color in the settings page, if I went back to the main page, it would remain the original color until I restarted the app. In order to fix this, I had to override the onResume function that was stopping the page from rerendering with the updated color.