# CS 499 Module Three Narrative by Justin Leger

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

The artifact was created towards the beginning of August 2025 for CS360; it is an inventory app with a login/register screen and an inventory management screen, and served as the final project for CS360.

* **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?**

I selected this item because Android Studio was particularly challenging for me and I wanted to improve my understanding of the software. The app showcases my abilities in software development with analysis and design, writing plenty of comments, understanding the code, solving problems, working with databases and data structures, and proving that I can learn to code in Android Studio.

The artifact was improved by slightly changing the look of the login and inventory screens, adding new variables and changes to each item in the recycler view, ensuring that scrolling functionality works (turns out it was already a feature), and commenting on all of the code.

* **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?**

Demonstrated an ability to use well-founded and innovative techniques, skills, and tools in computing practices for the purpose of implementing computer solutions that deliver value and accomplish industry-specific goals (software engineering/design/database)

* **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?**

As I was modifying the artifact I noted that I didn’t write any/many comments at all, and went through each file to research what every line of code means and then write an appropriate comment for it. I also learned how to modify the look of the login and inventory screens, how to add new variables to the recycler view, and how to add scrolling functionality. The biggest challenge was actually how to get an image to display because no image would show up when I ran the app.

The weirdest thing is that new variables could be added to each item in the recycler view without explicitly coding them into the array. For instance, I could have an image and ID code appear on each new inventory entry without having to code them into the items array - this left me a bit confused.