The artifact that I am working on throughout the course is one that I made near the time I started at SNHU. It was a simple application written in C# using visual studio to provide students a choice of classes from a dropdown box then allows the student to register for that class. There were restrictions to what classes a student could register for like they couldn’t exceed the credit hour limit or register for the same class twice. The reason I decided to use this artifact as my final project throughout the course was because I saw potential for this simple application to become more complex with the inclusion of data structures, a database and more programming for greater functionality. This will help to show how much I have grown as a programmer. Taking this simple application and adding complex functionality will showcase the early work from my studies to the more developed skills at the end of my studies.

This student registrar so far has been updated with two tables that store student data and login data. These tables allow for the user to log in and, depending on their credentials, allow them to access different functionality. Students can view and register for classes while administrators are able to add new users, classes, and alter specific data within these categories. I have not gotten as far as I would have liked to this week but I do think that I am ahead of schedule with the addition of the databases and login feature. I would have liked to have finished the other windows needed with navigation between them all but I felt it was important to have the new user creation functionality the most important for now.

As I enhanced the artifact this week I had to look up new SQL commands that I either didn’t know or remember from my introduction to MySQL class. With these commands I was able to add more advanced queries than I remember running before. I was also challenged with some engineering issues where I wasn’t able to restrict user emails to be unique but I will keep working on it this week.