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CS-499

ePortfolio Narratives

Category one of the final project is dedicated to showcasing an artifact that represents my growth in software engineering/design. The artifact that I chose for this category is from the course CS-330: Computational Graphics and Visualization and falls under the design category. The specific assignment that I chose for my Eportfolio is the final project where I designed a three-dimensional graphic of a kitchen chair. The assignment was created at the end of 20EW6 which is when I took the course. I showcased skills in this project by using written code and OpenGL commands to create a three-dimensional object and texture it, light it, rotate it, render it, animate it, and more. One of the outcomes of the project included using best practices to create accurate 3D models using API libraries. Other outcomes included defending decisions made to meet the project requirements and creating interactive graphic applications. I chose this assignment because I am really interested in graphic design and I was proud of how the finished product turned out.

I originally received a B as a grade on this project because I was unable to successfully add the correct texture to my object and change it from 3D to 2D. So, my plan for enhancing my project was to fix the things that I fell short on when I first submitted it. It was really challenging for me to get the program to run as intended. I had to go back to the course material and review the code that I learned to pinpoint where I was going wrong. It was really exciting when I finally figured it out and met the course objectives that I had planned for this assignment. From this project, I learned that programming takes patience and that as humans we make errors so it’s important to know how to find them and fix them. I also learned that it’s important to practice and review things that I have learned so I can grow and improve. There is a great deal to memorize when learning code so it is important that I refresh my memory so I don’t forget.

Category two of the final project is dedicated to showcasing an artifact that represents my growth in algorithms and data structure. The artifact that I chose for this category is the fully functional mobile application that I made for my Mobile Architect & Programming course. This app was created at the end of term 20EW1 when I took the course and it falls under the data structures category. The mobile application that I created allows the user to track their weight on a daily basis and store the data within the app. The user is also able to add, update, read, and delete the data at any time.

I selected this item because it showcased skills in this assignment by using best practices and mobile development principles to develop a mobile application using Android Studio and Java as my chosen language. One of the outcomes of this assignment was to use user-centered design principles and industry standards to develop the app. I have improved this project by updating the app to store even more data. Specifically, I used data structures to allow the user to track their daily calorie intake in the app in addition to their weight each day.

I met the course objectives that I had planned by completing the enhancements that I intended on. I originally thought that this project would be the easiest to upgrade out of all of my Eportfolio selections. Unfortunately, I ran into some compile errors along the way. I actually had to delete the new code that I had written and start over because I couldn’t pinpoint the problem. I learned that I need to take my time and utilize the debugging skills that I have learned throughout my courses.

Category three of the final project is dedicated to showcasing an artifact that represents my growth when it comes to databases. The artifact that I have chosen for this category is from the course CS-340: Client/Server Development. The specific assignment that I will be using in my portfolio is 4-1 Final Project Milestone One: Implementing CRUD Operations in Python or Java. I created this assignment in the fourth module of 20EW1 when I took the course. I selected this item because I worked with databases in this assignment by creating, reading, updating, and deleting documents within them. I showcased skills/outcomes in this project by using Codio and MongoDB to implement changes to a database by using CRUD functions with python as my chosen language. My plan for enhancing this project was to complete the project with Java as my chosen language instead of Python like I did originally.

I met the course objectives that I had planned by successfully completing the enhancements. However, I admittedly struggled quite a bit with this assignment. I had trouble changing the language from Python to Java. I think it was because I am more used to Python and Java required writing more code than I did originally. I definitely learned more about Java by completing this assignment. I am happy that I was able to complete the goals that I had intended.