Final Project

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CS499: Computer Science Capstone (19EW5)

Professor Phillips

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# Self-Assessment

I had hoped that Computer Science would be a fun program to be in and some of it was and some of it was not. I am thinking that the amount of information that is involved in eight week sessions made it fairly difficult to complete in the time allotted for some assignments. If you were not working ahead, you were working behind. I chose the three artifacts because they represented the end or near the end of specific classes. This being said these projects showed completed work instead of piecemeal learning components. Showing an art project in its early stages will not help an artist career. I have spent most of my career working with Linux systems but C++, Python and Java were all very new to me but if you understand one, it will only take a little time to understand the others. This project was hard in that I had to bounce between structures and that is not easy. I get hung up on switching between and Apple and Android. I have them both and each time it takes a little adjustment. I learned to perform steps as a team member, but did not really have very much interaction with my peers outside of forums.

I love learning and I have learned a lot in this program. I have taken what I have learned here and used it in my job as a software test engineer. Getting the experience with different programming languages I believe the artifacts below will show my strength with those languages.

# Artifact One Data Structures Description

This project is my linked list project from CS-260. It was created last year, and I had to scour through my computer to find the best work to fit the criteria. The reason I chose this artifact is that it is the most complete and easy to read from my library and I did not have to write it from scratch originally, saving me rework. Every person putting together an ePortfolio should always show their best work and talents. This was a base code that I had to fix and not generate. I met the course objectives by identifying the errors that were generated in the code similar to what a software tester would find and recommend for corrections. I removed unneeded descriptors in the code to clean it up some.

I learned in the process that I have a long way to go with performing coding. Generating code will not be in my future as I am tester by trait an would rather determine whether a code is performing as designed than writing it.



# Artifact Two Database Description

This project is from my CS-340 class. It contains multiple feature of database updating. I am taking this class, so I did not have as much time to fine tune this project as much as I wanted to, but it was the only project I had involving databases. I hope I met the course objective for this class as time will only tell. Although this artifact was not created all that long ago, it still needed a lot of work. Duplications and code errors were a plenty. The main challenge that I had with this project was experience. This really was the first time that I was writing code to support a database and did not, and do not have a lot of experience. I tried using the web for help which pointed me towards software addons that can not be used in Codio, which was where this code was generated.



# Artifact Three Design Description

This artifact was created in CS-330 Graphic and Visualization. The reason I chose this object is that it shows my design capabilities. I had to review this program some, but it was pretty clean as it was made up of group of cubes. This was another instance where I did not have a lot of experience in three dimensional objects and then turning them into code. This project is clean and very few errors which makes it great for my portfolio.



# GitHub Address

<https://github.com/kvoight/CS499>