1. Briefly describe the artifact. What is it? When was it created?  
     
   The artifact that I have chosen is Inventory Management Android Mobile App that I created in CS 360 Mobile Architect and Programming.
2. 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 artifact because I found the class to be both engaging and informative. While I appreciated the project, I felt that with more time, I could substantially improve the app's functionality and user experience. To enhance the app's design, I concentrated on refining the inventory screen's table, incorporating a more visually appealing color scheme, and adding more details for a comprehensive view of the items. These changes aimed to create a more intuitive and user-friendly interface.
3. 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?  
     
   I feel as though I have pretty much completed the design and evaluate computing solutions that solve a given problem using algorithmic principles and computer science practices and standards appropriate to its solution, while managing the trade-offs involved in design choices outcome.
4. 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?  
     
   This week the main challenge I faced was trying to link pages to work together with in the app. I think I have is mostly the way there just have to figure out what the final hold up is to why it is not working.