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CS-499

Milestone Two

9/21/2025

Milestone Two: Enhancement One

The artifact I’ve enhanced for this milestone is an Android App I designed for the CS-360 course in July and August of this year. It is a simple weight tracking app in which users can create an account and add entries to a “bodyweight journal” and then view or delete those entries on the main activity screen.

I chose this artifact in particular because understanding the mobile app development process is a crucial skill for any software engineer to have, and although mobile apps might differ from more traditional applications in a number of ways, the methods used to design and build them are all based on the same fundamentals.

For this milestone, I improved the application by cleaning up the code in a few ways: Firstly, I reorganized some of the methods and members to be more intuitive (e.g., moving “create” methods above “read” or “delete” methods to follow the CRUD model). Additionally, I provided more comprehensive comments to my code to explain the logical flow of the program in simple terms. Finally, I removed a number of unused imports to cut down on clutter.

For this artifact, the course outcomes were achieved. I made the improvements that I detailed in my original enhancement plan, and demonstrated my knowledge of the software development process.

These improvements reflect software engineering fundamentals for building collaborative environments by providing helpful comments inside the code to act as guidelines for any future modifications. If another party were to review or modify this code, the comments I’ve provided would allow them to understand the program logic and flow more quickly, and identify the expected outcomes and return values for each method.

Possible further updates would include removing console logs and test methods to further reduce the number of lines of code.

This milestone demonstrated to me that even a simple application can sometimes be challenging to design and build. It is important to focus on the core functionality when developing an app, however, it can be easy to fall victim to scope creep even early on in the development process as you do incremental testing. It was also helpful to revisit my work after stepping away for some time as it allowed me to look at my code from the perspective of a third party who would not be as familiar with my aims.