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CS-499: Milestone Two Narrative

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The artifact I chose is a Java based console application called Rescue Animal Management System. I originally created this during an earlier course in IT-145. The main purpose of this program is to manage rescue animals, more specifically dogs and monkeys, which allows users to intake, reserve, and display lists of animals based on what criteria they wants.

I chose this artifact for my ePortfolio because it represents key software engineering principles that I have developed throughout this program. It was a solid foundation to help demonstrate my skills to plan enhancements and refactor code to make it more efficient. The first enhancement I made was I refactored the menu logic into a cleaner and more efficient loop structure with “handleMenuLoop” and “processMenuChoice”. I also created helper methods for cleaner user input. Also, I fully implemented the “printAnimals()” method so it displays all animal data. The changes I made improved usability and maintainability.

I believe I have met the course outcomes that I initially planned in module one. My outcome coverage is still on track and I have not made any big changes to what my goals are. I doo feel more confident now that I completed my first enhancements and have made progress.

Enhancing my artifact took a lot of patience and attention to detail. One of the main things I learned was how small refactors are. For example, using helper methods for input can made my code much clearer and reduce redundancy. I also learned how I can break down my enhancements into smaller and more manageable steps and test each part while I code. A challenge I had was trying to navigate my older code that wasn’t very modular. It took some time to try and figure out where to best place my enhancements without creating new problems.