CS499 Milestone Two

IT145 – Pet Boarding Check-In System Artifact

The Pet Boarding Check-In System is a software application designed to manage the check-in process for a boarding facility, created during my early summer semester last year, early in the course schedule. This project showcases my skills in software development through the application of object-oriented programming principles, such as inheritance, encapsulation, and abstraction. Key components include designing classes for different pet types, implementing methods to manage check-in and space availability, and handling pet data. The project also demonstrates my ability to manage user interaction, implement error handling, and follow software engineering best practices, such as code modularity and maintainability. Additionally, it reflects my knowledge of testing and debugging to ensure the system functions reliably.

I believe that I met the course outcomes with still some maintenance and enhancements to go. I converted the code to be used in visual studio code, as well as implemented the missing sections. As this artifact is still a work in progress, as far as meeting the course outcomes, I have yet to meet them and will need additional time to complete.

I learned a lot during this conversion and completeness of previous programs that I have done. For example, I did not keep good documentation on updates that needed to be completed, and just left sections blank. As well as I could not find the finished product that I submitted so I had to start halfway through the artifact to complete it.