Enhancement One: Software Design/Engineering

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1. Briefly describe the artifact. What is it? When was it created?

This artifact is a c++ code file to graphically build a mug I own. This was created in August as the final project for CS330.

1. 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 chose this artifact because it shows an aspect of my range of skills learned at SNHU. I work as a software engineer using c# on a program that does not have complex graphics. I feel that this artifact helps to display the use of a different language in c++ and also a different context as it is all about graphics. The artifact was improved by making the code better organized and more reusable.

1. Did you meet the course objectives you planned to meet with this enhancement in Module One? Do you have any updates to your outcome-coverage plans?

Improve a piece of software objective was met with this enhancement and it was what I set out to achieve in week one.

1. Reflect on the process of enhancing and/or modifying the artifact. What did you learn as you were creating it and improving it? What challenges did you face?

This enhancement was not much different then the type of work I do everyday so there were not any issues encountered in the process. The goal was simply to refactor the code to make it easier to maintain and understand and that was achieved. One nice thing to have if this was a more complex program would be a series of unit test to ensure when a refactor is done none of the functionality is broken. In this case they did not exist and are not really needed.