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CS-499

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3-2 Narrative

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

The artifact is a Pet Hotel Management program originally written in Java for my IT-145 course. It allows users to check pets into a facility and track information such as type, age, length of stay, and whether grooming is needed.

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 demonstrates skills in object-oriented programming and user interaction. It was improved by refactoring it into C++ with a cleaner design, better organization, and enhanced input handling. These changes highlight my ability to translate projects across languages and improve software structure.

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?

Yes, I met the outcomes related to software design and engineering by applying OOP principles and refining program structure. No updates are needed to my coverage plans at this time.

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?

I learned how to better organize code for clarity and reusability by applying OOP in C++. I also practiced handling user input more effectively. The main challenge was ensuring the program worked as expected after converting from Java to C++, especially with syntax differences and input handling.