Milestone – Three  
  
CS-499  
  
ZUHAIR REAZ

Southern New Hampshire University

For my second category artifact I plan on working with the Binary Search tree project I worked on for my CS-260 class. I was really not satisfied the first time I had worked with it and so I believe I can work on improving that right now. I want to change the algorithm that currently exists in order to improve on that binary search tree and change the software’s engineering to work quicker and I want to make the project a bit more complex, so it has more of a zing to it. The outcome I wish to achieve and gain experience with code reviewing aspects of software development.

The artifact I have chosen to describe is from CS-260 project which was to work with creating a Binary Search Tree. I took this class back in 2018 and that is when I wrote worked with this piece of code. Just like most of my artifacts I wasn’t satisfied with how I finished this code and wanted to improve it and that is why I chose to go with this as my second artifact to work with.

Artifacts that will showcase my skills will be the functions I will improve on and get working this time that I wasn’t able to do the last time which means there will be many new small functions included in the code. I chose to work with this project to add functionality to it and that is what I hope to do.

I wasn’t able to meet my course objectives as my initial plan was to enhance the algorithm by rewriting it but I was able to enhance what I have instead so I think in a way it met my objective but I want to try and find a way to rewrite this algorithm.

Working with this artifact I was able to carry out my research on how to get some functions and codes to work which I didn’t know before so that has really helped me understanding more about how certain functions and programs work in this language but I am still focusing on finding ways to rewrite this but regardless I think I was able to get my code to work better and I certainly feel more satisfied now than I did before .