

Module #2 Plan | CSE 310 – Applied Programming

[Alejo Alegre Bustos|10/06/2025|Teacher:Bro McGary|

Software Description

The goal of this module is to build a interface where the user will interact and make his/hers requests.

it should contain:

- Main site: with information about the app
- Funtion site:History of requests
- Function site:Make a request
- User site

Module

Mark an **X** next to the module you are planning

Module	Language			
Cloud Databases		Java		
Data Analysis		Kotlin		
Game Framework		R		
GIS Mapping		Erlang		
Mobile App	X	JavaScript		
Networking		C#		
Web Apps		TypeScript		
Language – C++		Rust		
SQL Relational Databases	X	Dart		X

Create a Schedule

Create a detailed schedule using the table below to complete your selected module during this Sprint. Include details such as what (task), when (time), where (location), and duration. You should also include time to work on your team project. You are expected to spend 16 hours every Sprint working on your individual module, team project, and other activities. Time spent on this individual module should be at least 10 hours.

	First Week	Second Week	Third Week	Fourth Week
Monday	Learning Flutter	Build first draft	Build SQL DB	interface detials
Tuesday	Learning Flutter	Build first draft	Build SQL DB	interface detials
Wednesday	Learning Flutter	Build first draft	Build SQL DB	interface detials

	First Week	Second Week	Third Week	Fourth Week
Thursday	Learning Flutter	Build first draft	Testing DB	interface detials
Friday	Learning Flutter	Tunning draft	Testing DB	interface detials
Saturday	Learning Flutter	Tunning draft	Testing DB	interface detials

Identify Risks

Identify at least two risks that you feel will make it difficult to succeed in this module. Identify an action plan to overcome each of these risks.

	Risk	Action Plan
1	Personal information risk	add some cyber sec or fingerprints check points
2	lack of efficiency and time	simplify some features or eliminate the less crucial ones