**CSE 310 – Applied Programming**

**Module Plan**

|  |  |
| --- | --- |
| **Name:** | Ben Miller |
| **Date:** | 1/12/2024 |
| **Teacher:** | Jeremiah Pineda |
| **Module # (1-6):** | 1 |

1. Identify which module you have selected to work on. Place an “X” under the “Selected Module” column.

|  |  |
| --- | --- |
| **Modules** | **Selected Module** |
| Cloud Databases |  |
| Data Analysis |  |
| Game Framework |  |
| GIS Mapping |  |
| Mobile App |  |
| Networking |  |
| SQL Relational Databases |  |
| Web Apps |  |
| Language – C++ |  |
| Language – Java |  |
| Language – Kotlin |  |
| Language – R |  |
| Language – Erlang |  |
| Language – JavaScript | x |
| Language – C# |  |
| Language - TypeScript |  |
| Language – Rust |  |
| Choose Your Own Adventure |  |

1. At a high level, describe the software you plan to create that will fulfill the requirements of this module. This may change as you learn more about the technology or language you are learning.

I’m torn between two different project ideas. One is a weather forecasting application, and the other is a real-time chat/messaging application. Both would fulfill my requirements, so what I am going to do is spend some time now to determine what I would need to do in order to do both, and look at how much time I can commit, and then based off of that, choose one of the projects. I am currently leaning towards the weather forecasting application.

1. 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 are expected to spend 24 hours every Sprint working on this individual module and other activities in the course. Time spent on this individual module should be at least 12 hours.

|  |  |  |
| --- | --- | --- |
|  | **First Week of Sprint** | **Second Week of Sprint** |
| **Monday** |  |  |
| **Tuesday** |  |  |
| **Wednesday** |  |  |
| **Thursday** | 2 hours, Afternoon, At apartment, Determine what project I would want to do, and what I need to learn |  |
| **Friday** | 4 hours, Afternoon, At apartment, Design an outline for my project and begin building it | 4 hours, Afternoon, At apartment, Make the application visually appealing, add extra functionality, potentially including the use of current location, and multiple saved locations |
| **Saturday** | 4 hours, Afternoon, At apartment, Get data imported for my weather app, based off of user input, and display it | 4 hours, Afternoon, At apartment, Fix any bugs, polish up the application, and make it more presentable/professional |

1. 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.

* I’ve never used JavaScript before, so I’m not comfortable with it, or the libraries that are available. I have no idea what libraries are even accessible, which may limit my ability to write a full-fleshed program. As such, I will dedicate at least 2 hours to familiarizing myself with the language and libraries.
* I’ve had difficulty in the past with other programming languages when it came to accessing anything from the internet, so I am worried and curious how it will go with this program. To overcome this problem, I will make sure to get started earlier rather than later, thus giving me the time I need to find bugs and other problems, and have ample time to solve them