**CSE 310 – Applied Programming**

**Module Plan**

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| **Name:** | Alex Nielsen |
| **Date:** | 9/16/23 |
| **Teacher:** | Ken Walters |
| **Module # (1-6):** | 1 |

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

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| **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 |  |
| Language – C# | X |
| 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 currently work as a manager at the fast-food chain Five Guys. I am however dissatisfied with the inventory management system; I will use C# to create an inventory manager that can track the number of each item in stock as objects of different classes.

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.

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|  | **First Week of Sprint** | **Second Week of Sprint** |
| **Monday** | 3 hours in early afternoon researching language and familiarizing with syntax | 3 hours in early afternoon creating methods to track objects |
| **Tuesday** |  |  |
| **Wednesday** | 3 hours in the early afternoon creating class structure | 3 hours in early afternoon creating file writing system |
| **Thursday** |  |  |
| **Friday** | 3 hours in early afternoon initializing classes and attributes | 3 hours in early afternoon to finish file read/write system |
| **Saturday** | 3 extra flex hours in the evening to finish, tweak, and debug first half | 3 extra flex hours to finish and debug entire software |

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.

The first risk/potential issue is the organization of classes. How will I categorize each item into different classes based on their attributes; can/should I use inheritance? To overcome this I will spend time before writing any code planning and organizing my class structure in order to have an organized plan ready in advance

The other possible problem is learning to record this data into a file on my computer. As part of my research phase I will have to spend time learning and experimenting with file modification using C# in order to record and modify this data to a permanent text or csv file.