CSE 310 – Applied Programming
Module Plan

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Date:	January 11th 2023
Teacher:	Ephraim Kunz
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	
Language – C#	
Language - TypeScript	
Language – Rust	X
Choose Your Own Adventure	

2. 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 plan to create a basic pong game. Since I have no prior experience with the Rust language this project will demonstrate that I have the fundamental knowledge required to write an object oriented program in Rust. It will require knowing how to implement basic data structures and run complex loops.

3. 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 <u>at least</u> 12 hours.

	First Week of Sprint	**Second Week of Sprint**
Monday	**Topic:** Hello World, Primitives & Custom Types **Time:** 1pm - 3pm **Location:** Work Desk	**Topic:** Traits, Macros & Error Handling **Time:** 1pm - 3pm **Location:** Work Desk
Tuesday	**Topic:** Variable Bindings, Types & Conversion **Time:** 1pm - 3pm **Location:** Work Desk	**Topic:** STD Library Types, STD Misc & Testing **Time:** 1pm - 3pm **Location:** Work Desk
Wednesday	**Topic:** Expressions, Flow of Control & Functions **Time:** 1pm - 3pm **Location:** Work Desk	**Topic:** Project Structure Chart and Pseudocode **Time:** 1pm - 3pm **Location:** Work Desk
Thursday	**Topic:** Modules, Crates & Cargo **Time:** 1pm - 3pm **Location:** Work Desk	**Topic:** Draft Project **Time:** 1pm - 3pm **Location:** Work Desk
Friday	**Topic:** Attributes, Generics & Scoping Rules **Time:** 1pm - 3pm **Location:** Work Desk	**Topic:** Project Testing & Final Build **Time:** 1pm - 3pm **Location:** Work Desk
Saturday		

4. 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.

One risk is that I may not find comprehensive sources to help me learn in a consistent manner. The lack of a provided learning structure means I have to find my own sources of information which could result in gaps in my understanding of Rust. To avoid this I will ask for professor recommended sources to learn Rust. Another risk is lack of proper time management and discipline in order to make sure I am progressing on a consistent schedule. To avoid this I have set topics to learn each day and a designated time that fits well into my schedule.