CSE 310 – Applied Programming
Module Plan

Name: Santiago Benjamín Irigoyen
Date: 1/9/2025
Module # (1-3):

1. Identify which module you have selected to work on. Place an "X" in front of your selected module.

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

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

Software Description

For this module, I'm going to make a simple Kotlin program that runs in the console. The main goal is to practice using variables, loops, conditional statements, functions, and simple collections like lists and maps.

Here's how I'll meet the module requirements:

1. **Code written by me:** I'll write all of the code myself without copying full programs from tutorials.
2. **Comments:** Each part of the program will have short comments explaining what it does.
3. **README:** I'll create a README file explaining what the program does, how to run it, and a link to a short video demo.
4. **Video demo:** I'll record myself showing the program working, and I'll explain how I built it.
5. **GitHub repository:** I'll upload the project to GitHub under a repository named KotlinPractice.

3. Create a detailed schedule using the table below to complete your selected module during this Sprint. Include the task and duration for each day. 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	Research Kotlin basics and try small exercises	Review and tweak code
Tuesday	Start coding: set up variables, loops, and conditionals	Ask a peer for feedback
Wednesday	Add functions and lists/maps	Final testing
Thursday	Debugging and improving comments	Edit video if needed
Friday	Record video walkthrough	Double-check README and GitHub
Saturday	Finish README and upload project	Log time and reflect on what I learned

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.

Risks and How I'll Handle Them

1. **Learning Kotlin might be tricky at first.**
   Plan: I'll break it down into small steps, use the official documentation, and try simple examples before writing the main program.
2. **Recording or editing the video might take longer than I expected.**
   Plan: I'll practice what I want to say, record early in the week, and keep the video short and clear.
3. **Potential bugs could slow me down.**
   Plan: I'll test each part as I finish it so I can fix errors right away instead of waiting until the end.