CSE 310 – Software   
Design and Development

Module Plan: (Put Module Name)

*Fill out each section in the table below.*

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| --- | --- |
| **Name** | Kylie Furner |
| **Teacher** | **Pineda, Jeremiah** |
| **Section** | Java |
| **Date** | 09/21 |
| **Module # (1-5)** | 1 |

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# PLAN SECTION

## Step 1 – Module Choice

Write the name of which module you chose to implement over the next two weeks. Remember, you must not pick a language or material that you have already mastered either in school or on your own.

Module Choice: Language- Java

## Step 2 – Plan Description

At a high level, describe the software you plan to create that will fulfill the requirements of this module.

The idea I want to create will be for an online bookstore/library management system. I am leaning more towards the idea of the bookstore which is talked about in source 1. It would catalog sold and bought books. For the stretch challenge I could write the data into a file.

[Java README.md](https://byui-cse.github.io/cse310-course/modules/language_java/README.md)

[Source 1](https://hackr.io/blog/java-projects)

[Source 2](https://www.upgrad.com/blog/java-project-ideas-topics-for-beginners/)

## Step 3 – Risk Assessment and Planning

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

Risk 1: I am a beginner in Java and will have a lot of learning to do

Plan to overcome Risk 1: I will have to put aside some extra time to learn and be ready to debug errors

Risk 2: A lot of different parts to the project

Plan to overcome Risk 2: I am planning on creating a large project that will have many different parts. I will have to make sure they all work together.

## Step 4 – Schedule Creation

Create a schedule for yourself to complete this module in the two weeks required. The schedule should include milestones with dates. Milestones are activities that you need to complete related to research, implementation, testing, and documentation.

9/23 – have complete research and a final idea of what the project will look like when finished. Work on basic functions

9/27 – Have a completed homepage

9/29 – start testing functions such as adding or selling a book

10/1 – have a complete project with a file to catalog transactions