

Module # Submit

CSE 310 – Applied Programming

Name	Date	Teacher
------	------	---------

Project Repository Link

Copy the link to your [Github Repository](#)

Module

Mark an **X** next to the module you completed

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

Fill Out the Checklist

Complete the following checklist to make sure you completed all parts of the module. Mark your response with **Yes** or **No**. If the answer is **No** then additionally describe what was preventing you from completing this step.

Question	Your Response	Comments
Did you implement the entire set of unique requirements as described in the Module Description document in I-Learn?	y	
Did you write at least 100 lines of code in your software and include useful comments?		n
Did you use the correct README.md template from the Module Description document in I-Learn?	y	

Question	Your Response	Comments
Did you completely populate the README.md template?	y	
Did you create the video, publish it on YouTube, and reference it in the README.md file?		n
Did you publish the code with the README.md (in the top-level folder) into a public GitHub repository?	y	

Did you complete a Stretch Challenge

If you completed a stretch challenge, describe what you completed.

Record your time

How many hours did you spend on this module and the team project this Sprint?
Include all time including planning, researching, implementation, troubleshooting, documentation, video production, and publishing.

	Hours
Individual Module	8
Team Project	1

Retrospective

- What learning strategies worked well in this module?
- What strategies (or lack of strategy) did not work well? Learning what programs are better what codes are important, C++ is not really good for vs code...
- How can you improve in the next module? read more carefully on better enviroments