Module #<5> Submit

CSE 310 – Applied Programming

Name Date TMCGARY

Project Repository Link

Copy the link to your https://github.com/Leendoro/AppliedPrograming/tree/main/Week5

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	X
Networking	C#	
Web Apps	TypeScript	
Language – C++	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?	y	
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?	y	
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. i compleated the stretch challenge adding error checks

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	5

Retrospective

- What learning strategies worked well in this module? I found that having additional pracice and looking over others code gave me a blueprint of what to do
- What strategies (or lack of strategy) did not work well? i had issies figuring out how APIs worked, and i think that took more time away from my project
- How can you improve in the next module? Make things look nicer and add more fetures

Overview

{Important! Do not say in this section that this is college assignment. Talk about what you are trying to accomplish as a software engineer to further your learning.}

{Provide a description of the software that you wrote to demonstrate the JavaScript language.}

This code is a simple weather forcast website using javascript to take information from a Weather track API and then show you the weather for the inputed city

{Describe your purpose for writing this software.}

i struggled alot with javascript in previous classes, plus ive alwasy had a small hobbie intrest in the weather as i often find myeslf staring at the forcast durring my free time, i figured i can try and merge the two into somthing id be able to use, or practice more of javascript

{Provide a link to your YouTube demonstration. It should be a 4-5 minute demo of the software running and a walkthrough of the code. Focus should be on sharing what you learned about the language syntax.}

Software Demo Video

Development Environment

{Describe the tools that you used to develop the software}

Visual studio code

{Describe the programming language that you used and any libraries.}

i used javascript which is a high-level, interpreted programming language that is widely used to create interactive and dynamic web pages. It allows developers to add functionality, animations, real-time updates, and more to websites

Useful Websites

{Make a list of websites that you found helpful in this project}

- Web Site Name
- Web Site Name

Future Work

{Make a list of things that you need to fix, improve, and add in the future.}

- Make the website look prettier
- add option to have Farenheight
- add a state indicator