Module # Submit

CSE 310 – Applied Programming

Name	Date	Teacher
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Project Repository Link

https://github.com/TDashner/CSE-310-Applied-Programing/tree/main/module2

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	x	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?	Yes	
Did you write at least 100 lines of code in your software and include useful comments?	Yes	
Did you use the correct README.md template from the Module Description document in I-Learn?	Yes	
Did you completely populate the README.md template?	Yes	
Did you create the video, publish it on YouTube, and reference it in the README.md file?	No	No video was made (yet)
Did you publish the code with the README.md (in the top-level folder) into a public GitHub repository?	Yes	

Did you complete a Stretch Challenge

If you completed a stretch challenge, describe what you completed.
For the stretch challenge, I had my program provide a graphical user interface (GUI) for your program instead of the command line.

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	10
Team Project	5

Retrospective

- What learning strategies worked well in this module?
  I learned that trial and error was the best for this module. I was able to find new and different ways to code and I had to find which one worked for my code specifically
- What strategies (or lack of strategy) did not work well?
  I tried to incorporate a "Change Encryption Key" button but I didn't quite understand how it worked or what it was for.
- How can you improve in the next module?
  I want to try this on a seperate computer instead of it being on the same computer using a split terminal