**CSE 310 – Applied Programming**

**Module Submit**

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| **Name:** | Spencer Barbre |
| **Date:** | 5/10/2025 |
| **Teacher:** | Brother Pineda |
| **Module # (1-6):** | 1 |

1. Copy the link to your public GitHub repository here:

https://github.com/TheBatV2/Sudoku

1. Mark an “X” next to the module you completed:

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

1. 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.

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| --- | --- |
| **Question** | **Your Response** |
| 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? | Yes |
| Did you publish the code with the README.md (in the top-level folder) into a public GitHub repository? | Yes |

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

I did not complete the stretch challenge that I was attempting, Killer sudoku (which adds a math element) would have required a different way to generate the board. I didn’t have time to restart when I realized it wasn’t something I could just add.

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

10-12

1. What learning strategies worked well in this module and what strategies (or lack of strategy) did not work well? How can you improve in the next module?

I needed to start earlier on the code writing; I spent a lot of time learning about the arcade library and learned a lot of unnecessary things that were unrelated because I wanted to be sure that I knew it all before attempting. I could have learned concurrently.