**CSE 310 – Applied Programming**

**Module Plan**

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| **Date:** | 04/2021 |
| **Teacher:** | Bro. McBeth |
| **Module # (1-5):** | 3 |

1. Identify which module you have selected to work on. Place an “X” under the “Selected Module” column.

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| **Modules** | **Selected Module** |
| Cloud Databases |  |
| Data Analysis |  |
| Game Platform |  |
| GIS Mapping |  |
| Mobile App |  |
| Networking |  |
| SQL Relational Databases |  |
| Web Apps | XXXXXXXX |
| Language – C++ |  |
| Language – Java |  |
| Language – Kotlin |  |
| Language – Python |  |
| Language – Rust |  |
| Choose Your Own Adventure |  |

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

I plan on learning how to use Django, I don’t entirely know what I can do with it yet, but I will know soon.

I’m assuming that Django can be a replacement of PHP, JavaScript, and other back and front-end languages.

I at least want to make a template for a portfolio website that I can showcase my code on.

1. 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.

I’m working against the clock, even though I have a lot done now, I still have a way to go.

1. 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.

I’m going to attempt to finish this in one night. I already have a lot of research under my belt, and I really need to implement what I’ve learned.