**CSE 310 – Applied Programming**

**Module Plan**

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| **Name:** | Zach Newby |
| **Date:** | September 18, 2023 |
| **Teacher:** | Jeremiah Pineda |
| **Module # (1-6):** | 1 |

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 Framework |  |
| GIS Mapping |  |
| Mobile App |  |
| Networking |  |
| SQL Relational Databases |  |
| Web Apps |  |
| Language – C++ |  |
| Language – Java |  |
| Language – Kotlin |  |
| Language – R |  |
| Language – Erlang |  |
| Language – JavaScript |  |
| Language – C# |  |
| Language - TypeScript | x |
| 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. This may change as you learn more about the technology or language you are learning.

To expand my knowledge of JavaScript by learning TypeScript and creating a simple art program or note taking App.

1. Create a detailed schedule using the table below to complete your selected module during this Sprint. Include details such as what (task), when (time), where (location), and duration. You are expected to spend 24 hours every Sprint working on this individual module and other activities in the course. Time spent on this individual module should be at least 12 hours.

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|  | **First Week of Sprint** | **Second Week of Sprint** |
| **Monday** | Planning, Install Node.JS and begin studying Typescript by reading documentation and watching tutorials – 2 hours (Node.JS and VS.Code), afternoon. | Begin Prototyping Art Website or application (Node.JS and VS.Code), 2-hours, afternoon |
| **Tuesday** | Study Basic TypeScript – 2 hours (Node.JS and VS.Code) afternoon. | Developing Art Website or application (Node.JS and VS.Code) – 2hours, afternoon |
| **Wednesday** | Study Basic TypeScript – 2 hours (Node.JS and VS.Code) afternoon. | Developing Art Website or application (Node.JS and VS.Code) – 2hours, afternoon |
| **Thursday** | Study Basic TypeScript – 2 hours (Node.JS and VS.Code) afternoon. | Developing Art Website or application (Node.JS and VS.Code) – 2hours, afternoon |
| **Friday** | Study HTML5 Canvas – 1 Hour, Study Basic TypeScript – 1 hour (Node.JS and VS.Code) afternoon. | Finalize and publish website or application to GitHub repository – 1.5 hours make video demonstration, half an hour. |
| **Saturday** | Free period | Free period |

## I like to keep my Saturdays free in case something comes up or need more time for an assignment. 2 hours a day, 5 days a week along with the other assignments in the second half of each sprint is how I would like to start. I may change things, depending on how things go.

1. Identify at least two risks that you feel will make it difficult to succeed in this module. Identify an action plan to overcome each of these risks.

**Risk 1** – Unfamiliarity with Node Js. - As I have never used it before. – **Plan:** Install and learn how to use Node.Js so I can work on my project.

Risk 2 – Estimating time requirements – This is something I may face this whole course, as it is hard to determine how long things will take when you are not familiar with them. This should not take too long as I am building off of JavaScript knowledge. - Plan: Set aside time to work each day, observe how tasks take to complete and adjust my schedule accordingly.