**CSE 310 – Applied Programming**

**Module Plan**

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| **Name:** | Connor Babb |
| **Date:** | 10/21/24 |
| **Teacher:** | Nathan Birch |
| **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 Framework |  |
| GIS Mapping |  |
| Mobile App |  |
| Networking |  |
| SQL Relational Databases |  |
| Web Apps |  |
| Language – C++ | X |
| Language – Java |  |
| Language – Kotlin |  |
| Language – R |  |
| Language – Erlang |  |
| Language – JavaScript |  |
| Language – C# |  |
| Language - TypeScript |  |
| 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.

I am choosing to do the calculator application. I think this will be a relatively simple program that can be stretched a lot to learn a lot about C++. I will greet the user and will take a string and compute the total from that string in the command line.

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 should also include time to work on your team project. You are expected to spend 16 hours every Sprint working on your individual module, team project, and other activities. Time spent on this individual module should be at least 10 hours.

**All events will take place at my apartment, or maybe the STC.**

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|  | **First Week of Sprint** | **Second Week of Sprint** |
| **Monday** | 1hr – Create project plan | 1hr – Coding and testing |
| **Tuesday** | 1hr – Read module description websites and wikis | 1hr – Watch youtube, look into how C++ works with string interpretation |
| **Wednesday** | 1hr – Install and get hello world working | 1hr – Coding and bug fixing |
| **Thursday** | 1hr – Study class and object creation and variables | 1hr – Coding and bug fixing |
| **Friday** | 1hr – Create UI | 1hr – Coding and testing |
| **Saturday** | DAY OFF | 2hr – Final bug testing/stretch challenge |

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.

First: Falling behind like I did last week and not having a great understanding of the software until later, and by then it’s very late. I just need to stick to my schedule listed above.

Second: I had a lot of trouble with more pushing and pulling stuff to GitHub last week. I need to make sure I don’t have any world ending problems like last week.