**CSE 310 – Applied Programming**

**Individual Module Plan**

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| **Name:** | Daniel Dominguez |
| **Date:** |  |
| **Teacher:** | Richard Grimmett |
| **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 | x |
| Mobile App |  |
| Networking |  |
| SQL Relational Databases |  |
| Web Apps |  |
| Language – C++ |  |
| Language – Java |  |
| Language – Kotlin |  |
| Language – Erlang |  |
| 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.

The program is supposed to create a map that will show the center point of a county and show the population of two different years.

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.

Getting the right data, and making the API work fast