**CSE 310 – Applied Programming**

**Module Submit**

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| **Name:** | Daniel Dominguez |
| **Date:** |  |
| **Teacher:** | Richard Grimmet |
| **Module # (1-5):** | 3 |

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

https://github.com/danndch/module\_2\_AP

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

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

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

NA.

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

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| **Hours spent on this Individual Module** | 4 |
| **Hours spent on your Team Project** | 8 |

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?

ArcGIS is a very compelx tool, it has so many features and the way that it helps you do exploratory and analytical data is very rich. I started being curious about it, but I couldn’t grasp a lot since I had no focus, if you start with a simple question and answer it you can elaborate on top of it and see the good things that it has to offer.