**CSE 310 – Applied Programming**

**Module Submit**

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| **Name:** | Hared Albancando Robles |
| **Date:** | May 10th, 2025 |
| **Teacher:** | [Alberto Squassabia](https://byui.instructure.com/courses/340582/users/872287) |
| **Module # (1-6):** | 1 |

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

https://github.com/ealbanca/CSE310

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

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

1. Complete the following checklist to make sure you completed all parts of the module. Mark your response with “Yes” or “No”. If the answer is “No” then additionally describe what was preventing you from completing this step.

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| **Question** | **Your Response** |
| Did you implement the entire set of unique requirements as described in the Module Description document in I-Learn? | Y |
| Did you write at least 100 lines of code in your software and include useful comments? | Y |
| Did you use the correct README.md template from the Module Description document in I-Learn? | Y |
| Did you completely populate the README.md template? | Y |
| Did you create the video, publish it on YouTube, and reference it in the README.md file? | Y |
| Did you publish the code with the README.md (in the top-level folder) into a public GitHub repository? | Y |

1. If you completed a stretch challenge, describe what you completed.
2. My stretch (and necessary) challenge was to use the library System.IO. to be able to use the C# class Streamreader. This was very helpful to save and load each of the card recipes. I also decided to use different variables into the recipe.cs file like ints and strings. I enjoyed working on this module.
3. How many hours did you spend on this module this Sprint? Include all time including planning, researching, implementation, troubleshooting, documentation, video production, and publishing.

I spent a little more than 24 hrs studying, writing code and completing the requirements for this assignment.

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?

I’ve never worked on a strategy plan before writing code. I want to update my module plan assignment, since it was very vague. Now that I had to work on this module, I have more ideas on how to plan and what I need to add to my plan. I believe that my strategy worked well, but I need to have a more realistic and detailed plan to achieve my goal. I noticed it took me longer to study than writing the code.