**CSE 310 – Applied Programming**

**Module Submit**

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| **Name:** | Hyeonho Jeong |
| **Sprint # (1-5):** | 1 |

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

https://github.com/hyeonho-jeong/Tetris.git

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

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| **Cloud Databases** |  | **Language – C++** |  |
| **Data Analysis** |  | **Language – Java** |  |
| **Game Framework** |  | **Language – Kotlin** |  |
| **GIS Mapping** |  | **Language – Erlang** |  |
| **Mobile App** |  | **Language – TypeScript** |  |
| **Networking** |  | **Language – Rust** |  |
| **Web Apps** |  | **Self-Chosen Project** | X(C#) |
| **SQL Relational Databases** |  |  | |

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? | YES |
| Did you write at least 100 lines of code in your software and include useful comments? | YES |
| Did you use the correct README.md template from the Module Description document in I-Learn? | YE |
| Did you completely populate the README.md template? | YES |
| Did you create the video, publish it on YouTube, and reference it in the README.md file? | YES |
| Did you publish the code with the README.md (in the top-level folder) into a public GitHub repository? | YES |

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

I used Inheritance with virtual functions.

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** | 12 |
| **Hours spent on your Team Project** | 4 |

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?

In the course of this project, I acquired proficiency in leveraging object-oriented programming (OOP) principles. Specifically, during the creation of Tetris blocks, I extensively applied the concept of inheritance. Furthermore, through the utilization of arrangements and lists in the development of Tetris, I succeeded in enhancing my comprehension of arrangement, aligning with my initial objective.