

Module # Submit

CSE 310 – Applied Programming

Name	Date	Teacher
Isaiah Carrin	3/11/2025	Porter McGary

Project Repository Link

Copy the link to your [Github Repository](#)

Module

Mark an **X** next to the module you completed

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

Fill Out the Checklist

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.

Question	Your Response	Comments
Did you implement the entire set of unique requirements as described in the Module Description document in I-Learn?	X	
Did you write at least 100 lines of code in your software and include useful comments?	X	

Question	Your Response	Comments
Did you use the correct README.md template from the Module Description document in I-Learn?		X
Did you completely populate the README.md template?		X
Did you create the video, publish it on YouTube, and reference it in the README.md file?		X
Did you publish the code with the README.md (in the top-level folder) into a public GitHub repository?		X

Did you complete a Stretch Challenge

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

Record your time

How many hours did you spend on this module and the team project this Sprint?

8

	Hours
Individual Module	X
Team Project	

Retrospective

- What learning strategies worked well in this module? Reading the documentation
- What strategies (or lack of strategy) did not work well? Expecting to pick it up in 10 hours
- How can you improve in the next module? Try harder/ do better