**CSE 310 – Applied Programming**

**Module Plan**

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| **Date:** | 01/14/25 |
| **Teacher:** | Jeremiah Pineda |
| **Module # (1-6):** | 1 |

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 |  |
| Mobile App |  |
| Networking |  |
| SQL Relational Databases |  |
| Web Apps |  |
| Language – C++ |  |
| Language – Java |  |
| Language – Kotlin |  |
| Language – R |  |
| Language – Erlang |  |
| Language – JavaScript | X |
| Language – C# |  |
| Language - TypeScript |  |
| 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.

I plan to make the weather forecast web app. It will display the forecast in the browser for the next week to the user with temperatures, humidity, chance of rain, etc. I will use the OpenWeatherMap API to provide the forecast information. I will use the library Day.js for displaying the weekdays and dates.

1. Create a detailed schedule using the table below to complete your selected module during this Sprint. Include details such as what (task), when (time), where (location), and duration. You are expected to spend 24 hours every Sprint working on this individual module and other activities in the course. Time spent on this individual module should be at least 12 hours.

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|  | **First Week of Sprint** | **Second Week of Sprint** |
| **Monday** |  |  |
| **Tuesday** | Research and Planning-3 hours | Writing Readme and making video-3 hours |
| **Wednesday** | Reading Documentation-3hours |  |
| **Thursday** | Coding-3 hours |  |
| **Friday** | Testing-3 hours |  |
| **Saturday** |  |  |

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.

Two risks that I feel will make it difficult to succeed is not being able to figure out how to make the API call to MetaWeather, handling user entered locations also seems hard to do. If I cannot figure out how to make the API call, I may change APIs. With the user entered locations I will try to implement a way to autocomplete locations, maybe with a maps API. If that fails, the user will have to enter the location exactly.