**CSE 310 – Applied Programming**

**Module Plan**

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| **Date:** | 6/23/2021 |
| **Teacher:** | Brother Macbeth |
| **Module # (1-5):** | 5 |

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 Platform |  |
| GIS Mapping | X |
| Mobile App |  |
| Networking |  |
| SQL Relational Databases |  |
| Web Apps |  |
| Language – C++ |  |
| Language – Java |  |
| Language – Kotlin |  |
| Language – Python |  |
| 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.

I plan on using GIS mapping to show the locations of airplanes during flight.

1. Identify at least two risks that you feel will make it difficult to succeed on this module. Identify an action plan to overcome each of these risks.

The front-end might be a challenge, since I am not very good with HTML/CSS. Also, I’m not familiar with the environment for these types of projects.

1. Create a schedule for yourself to complete this module in the two weeks required. The schedule should include milestones with dates. Milestones are activities that you need to complete related to research, implementation, testing, and documentation.

Week 1: Get the environment to work, study the ArcGIS library, display a simple map.

Week 2: Work on the back-end to retrieve the data from the flights API, figure out how to pin the planes on the map, add the information for each of the flights.