**CSE 310 – Applied Programming**

**Module Plan**

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| **Date:** | 6/25/21 |
| **Teacher:** | Jeremiah Pineda |
| **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 |  |
| Mobile App |  |
| Networking |  |
| SQL Relational Databases |  |
| Web Apps |  |
| Language – C++ | X |
| 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.

My attempt is to create a program to draw an object or shape, then move it within the space. My first idea is possibly a car.

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.

My first issue would be nailing down a good tutorial, which I hope to find on Youtube or some tutorial site.

My second issue will be handling drawing on C++, which I hope there’s an extensive library for

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.

Days 1-3: Plan, watch, read resources

Days 4-7: Finalize Skeleton program and design it

Days 8-10: Debug, Finish Program