**CSE 310 – Applied Programming**

**Module Submit**

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| **Name:** | Philip Marvin |
| **Date:** | 7/5/21 |
| **Teacher:** | Jeremiah Pineda |
| **Module # (1-5):** | 5 |

1. Provide the public GitHub repository link that contains the results of your module implementation:
2. <https://github.com/phi1ny3/CSE-310/tree/main/CSE%20310/Wk%2012>
3. 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? | Yes |
| 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 (at the top level of your code) into a public GitHub repository? | Yes |

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

I learned to use a new IDE, and to create a visual painting app in C++ with some third-party libraries from Qt!

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?

I picked one that I learned could not be easily done on VS Code as an IDE. Since C++ is a compiled language, I needed a compiler, and QtCreator provided a much simpler solution. I also had limited functionality, and didn’t include anything beyond just the capacity to scribble, clear, and save.