**CSE 310 – Applied Programming**

**Module Plan**

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| **Date:** | 5/26/21 |
| **Teacher:** | Jeremiah Pineda |
| **Module # (1-5):** | 3 |

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 | X |
| 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.

This app will use Bluetooth’s transmitting power to text across Bluetooth devices without the need of an internet connection or mobile data.

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.

I worry whether this may affect or brick the device in any way in Bluetooth functionality. My plan is to look carefully to see if there’s any risks associated with this, but I’m assuming not since it’s an industry standard and not exactly a back-end operation where I can risk messing with the code as much. I also am worried about the quality: if such an app exists, why isn’t it used more? I will test and research the limitations of the app I’m trying to design to see if I can curb some of the flaws.

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: Research the app, gather videos and resources

Days 4-6: Develop the basic skeleton of the app

Days 7-8: Implement the full functions and design

Days 9-10: Debug and publish