**CSE 310 – Applied Programming**

**Module Submit**

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| **Name:** | Philip Marvin |
| **Date:** | 6/5/21 |
| **Teacher:** | Jeremiah Pineda |
| **Module # (1-5):** | 3 |

1. Provide the public GitHub repository link that contains the results of your module implementation:

<https://github.com/phi1ny3/CSE-310/tree/main/CSE%20310/Wk%207>

1. 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.

This is the first app I’ve developed for mobile that incorporates an outside technology standard.

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?

My word, was it hard to get these files to run! Apparently, you have to retrograde your Java Development Kit to an older model for Android Studio, and even when you have a project made, you need to find a way to import or make the configuration settings point to a module so it will perform correctly. I definitely should have done another tutorial on how to operate Android Studio first, it’s more counterintuitive compared to other IDEs. Oh, and I found out a lot of steps for using the phone emulator depend on if you have an Intel or AMD processor. Even the drivers Android Studio built for AMD don’t work if that’s your processor, you have to tweak some settings in the BIOS to enable emulation and make sure Hyper-V is disabled. That would explain somewhat why I had a bit better of a chance making this work on my laptop, but at least my app is more consistent now!