**CSE 310 – Applied Programming**

**Module Submit**

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| **Name:** | Scott Kishpaugh |
| **Date:** | 11/15/24 |
| **Teacher:** | Nathan birch |
| **Module # (1-5):** | 4 |

1. Copy the link to your public GitHub repository here:

https://github.com/scjk25/Applied-programming/tree/main/sprint%204/Myproject

2. Mark an “X” next to the module you completed:

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| **Cloud Databases** |  | **Language – Java** |  |
| **Data Analysis** |  | **Language – Kotlin** |  |
| **Game Framework** |  | **Language – R** |  |
| **GIS Mapping** |  | **Language – Erlang** |  |
| **Mobile App** |  | **Language – JavaScript** |  |
| **Networking** |  | **Language – C#** | X |
| **Web Apps** |  | **Language – TypeScript** |  |
| **Language – C++** |  | **Language – Rust** |  |
| **SQL Relational Databases** |  | **Choose Your Own Adventure** |  |

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 (in the top-level folder) into a public GitHub repository? | Yes |

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

5. How many hours did you spend on this module and the team project this Sprint? Include all time including planning, researching, implementation, troubleshooting, documentation, video production, and publishing.

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| --- | --- |
| **Hours spent on this Individual Module** | 20 |
| **Hours spent on your Team Project** | 15 |

6. 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?

What went well for this project is that the plans I had went well. I was able to sick with my original plans and stay focused on the project. C# has a lot of good learning resources like w3 schools, YouTube, and from previous classes I took while doing c#.

What didn’t go well was the dotnet framework. It took a while to download I kept getting lots of errors saying that the dotnet version is not up to date and I would need an SDK network. At first, I didn’t realize I had to publish my project so that it could run on dotnet. It took some time figuring out how to connect my dotnet SDK and the project all together.