**CSE 310 – Applied Programming**

**Module Submit**

|  |  |
| --- | --- |
| **Name:** | Penelope Sanchez |
| **Date:** | Mar/05/2022 |
| **Teacher:** | Chad Macbeth |
| **Module # (1-5):** | 4 |

1. Provide the public GitHub repository link that contains the results of your module implementation. Test your link and verify it’s a public repository before submitting.

GitHub

<https://github.com/spenelope/CSE310>

YouTube

<https://studio.youtube.com/channel/UCmsTTxC5IJvKo9dmyQIfB8Q/videos/upload?filter=%5B%5D&sort=%7B%22columnType%22%3A%22date%22%2C%22sortOrder%22%3A%22DESCENDING%22%7D>

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

|  |  |  |  |
| --- | --- | --- | --- |
| **Cloud Databases** |  | **Web Apps** |  |
| **Data Analysis** |  | **Language – C++** |  |
| **Game Platform** | X | **Language – Java** |  |
| **GIS Mapping** |  | **Language – Kotlin** |  |
| **Mobile App** |  | **Language – Python** |  |
| **Networking** |  | **Language – Rust** |  |
| **SQL Relational Databases** |  | **Choose Your Own Adventure** |  |

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.

|  |  |
| --- | --- |
| **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.

The game should display a Tetris using Paygame

1. Report accurately how many hours you spent on your individual module and on your team project this Sprint.

|  |  |
| --- | --- |
| **Hours spent on this Individual Module** | 10 |
| **Hours spent on your Team Project** | 6 |

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?

This period was very useful because I managed to optimize my time to learn how to use Pygame. I think that since I started the class I have been able to plan my time better so that I can finish my projects on time. What has helped me the most is to plan my time during the week to watch several tutorials during the week and start programming as soon as possible.

What I think I can improve on is trying to use the same time I dedicate to my personal projects as to those of the team. I think I should spend more time on my group project.