**CSE 310 – Applied Programming**

**Module Submit**

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| **Name:** | Shane Wocicki |
| **Date:** | 9/30/2023 |
| **Teacher:** | Bro. Pineda |
| **Module # (1-6):** | #1 |

1. Copy the link to your public GitHub repository here:
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#** |  |
| **Web Apps** |  | **Language – TypeScript** |  |
| **Language – C++** | X | **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.

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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? | I did, and I feel as though I went farther than my original hopes and I am very proud of my program!! |
| Did you write at least 100 lines of code in your software and include useful comments? | Yes I did! |
| 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? | I was having problems with Youtube and the resolution, however, I was able to use Vimeo. |
| Did you publish the code with the README.md (in the top-level folder) into a public GitHub repository? | Yes |

1. If you completed a stretch challenge, describe what you completed.
2. How many hours did you spend on this module this Sprint? Include all time including planning, researching, implementation, troubleshooting, documentation, video production, and publishing.

I clocked my hours spent on this project at 22.25 hours. It was brutal, but I am glad I got through it.

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?

For me, it was just connecting the syntax dots between python and c++ once I did that it was extremely easy and went quite smoothly. I watch I don’t know how many YouTube tutorials little things you can add in games. Also, probing actual software engineers in Slack was extremely helpful when trying to implement a certain part of the game.