Module # 1 Report | CSE 310 – Applied Programming

|Name|Date|Teacher| |heber|10/6/2025|Bro McGary| | | | |

Project Repository Link

https://github.com/uchy5/Rust_DND

youtube link: https://www.youtube.com/watch?v=QwD1VHlI01k

Module

Mark an **X** next to the module you completed

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

Fill Out the Checklist

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	Comments
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	

Question	Your Response	Comments
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	

Did you complete a Stretch Challenge

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

Record your time

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.

	Hours
Individual Module	10
Team Project	4

Retrospective

- What learning strategies worked well in this module? My Learning strategies did indeed work well in Learning Rust and How to code Rust, Learning C sharp and C and Python, played a big part in having to be familiar with the code and changing what I learned to work with Rust, I watched several videos on Youtube to help me get started and understand what Rust is like and what errors will I face, I notice that it is very case sensitive and is like C++ in syntax and tabs, it does have its own syntax that the other languages don't have, and it has some that are the same but are displayed differently. I do like how you can reuse variables but that can get messy too, I see the potential in Rust but it is very disorienting if you do not know what you're doing or how you're going to go about it.
- What strategies (or lack of strategy) did not work well? The strategy that did lack was trying to find things of my level while trying to learn Rust, a lot of people showed some ways to get things done, They didn't do a very good job on explaining how or how to do Rust, most of them suggested to not learn Rust at all. I had a hard time trying to install Rust and code Rust into VS code, also trying to run the code was another big thing. I had to go ask AI for help on what was going wrong and why it didn't work in a terminal, there was a lot of issues on linking my folder or trying to even find my folder on my device, but AI helped me see what was wrong and how I could go about fixing it.
- How can you improve in the next module? In my next module I can either add more to Rust adding maybe libraries or some threads to run at the same time, my thing is about DND, I feel like Rust has its ups and downs in the language. I feel like I could ask for feedback from others that I know who have coded in this language or other languages, and ask for feedback on where I should start or on what materials they have researched or read or watched. I can also make something different. Overall I feel like I could find more useful information by asking others rather than searching online.