**CSE 310 – Applied Programming**

**Module Submit**

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| **Name:** | William Chen |
| **Date:** | 11/11/2023 |
| **Teacher:** | Brother Brich |
| **Module # (1-5):** | 4 |

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? | 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 |

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

The code uses variables, expressions, conditionals, loops, functions, and classes to create a simple text-based dungeon crawler game in C++. The use of classes and object-oriented programming principles helps organize and structure the code, making it more modular and maintainable.

1. 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** | 10 |
| **Hours spent on your Team Project** | 5 |

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?

Actively coding and working on real-world projects is one of the most effective ways to learn. The more you code, the more comfortable and proficient you become. And I found Get into the habit of documenting your code and adding comments. This practice not only helps others understand your code but also reinforces your own understanding.