

CS 1110-001 Introduction to Programming - Fall 2013

ENGR (17663)

INSTRUCTORS: Sherriff, Mark (mss2x)

Respondents: 95 / Enrollment: 148

Summary: CS 1110-001 Introduction to Programming - Fall 2013 (17663)	
Overall Course Rating CS-1110-001 Mean 4.07 CS-1110-001 Std Dev 1.12 CS-1110-001 Response Count 472	Overall Instructor Rating INSTRUCTOR: Sherriff, Mark Mean 4.66 Std Dev 0.62 Response Count 661
Difference from Category Mean, Expressed in Category Standard Deviations 	Difference from Category Mean, Expressed in Category Standard Deviations
SEAS, 1000-level courses Mean 3.91 SEAS, 1000-level courses Std Dev 1.03 SEAS, 1000-level courses Response Count 10807	SEAS, 1000-level courses Mean 4.05 SEAS, 1000-level courses Std Dev 1.02 SEAS, 1000-level courses Response Count 18144

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~																																																
<p>1. How accurate is this statement for you: After taking this class, I am more likely to major or minor in CS.</p> <p style="text-align: center;">~ Question Type: Likert ~ <i>contributed by Sherriff, Mark (mss2x)</i></p>	<table border="1"> <thead> <tr> <th colspan="8">Results for CS-1110-001, Sherriff, Mark</th> </tr> <tr> <th>Total</th> <th>Mean</th> <th>Std Dev</th> <th>Strongly Agree (5)</th> <th>Agree (4)</th> <th>Neutral (3)</th> <th>Disagree (2)</th> <th>Strongly Disagree (1)</th> </tr> </thead> <tbody> <tr> <td>94</td> <td>3.45</td> <td>1.39</td> <td>29 (30.85%)</td> <td>20 (21.28%)</td> <td>22 (23.40%)</td> <td>10 (10.64%)</td> <td>13 (13.83%)</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="8">Results for SEAS, 1000-level courses</th> </tr> <tr> <th>Total</th> <th>Mean</th> <th>Std Dev</th> <th>Strongly Agree (5)</th> <th>Agree (4)</th> <th>Neutral (3)</th> <th>Disagree (2)</th> <th>Strongly Disagree (1)</th> </tr> </thead> <tbody> <tr> <td>94</td> <td>3.45</td> <td>1.39</td> <td>29 (30.85%)</td> <td>20 (21.28%)</td> <td>22 (23.40%)</td> <td>10 (10.64%)</td> <td>13 (13.83%)</td> </tr> </tbody> </table>	Results for CS-1110-001, Sherriff, Mark								Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	94	3.45	1.39	29 (30.85%)	20 (21.28%)	22 (23.40%)	10 (10.64%)	13 (13.83%)	Results for SEAS, 1000-level courses								Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	94	3.45	1.39	29 (30.85%)	20 (21.28%)	22 (23.40%)	10 (10.64%)	13 (13.83%)
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~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

4. How accurate is this statement for you: Pair Programming helped me learn the material better.

Question Type: Likert

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
94	3.52	1.15	19 (20.21%)	35 (37.23%)	23 (24.47%)	10 (10.64%)	7 (7.45%)

Results for SEAS, 1000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
94	3.52	1.15	19 (20.21%)	35 (37.23%)	23 (24.47%)	10 (10.64%)	7 (7.45%)

5. Which topic/lecture in this course was your favorite and why?

Question Type: Short Answer

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark	
Total	Individual Answers
82	See below for Individual Results

learning the fundamentals such as decision structures and loops because they are very useful.

File i/o

I liked networking because you can do a lot of stuff with it.

networking, because it was very relevant to sites I use like Facebook conversation and online chatting

I like Networking because it feels very practical and is relatively easy to understand

The lectures about how the internet, while not coding-intensive definitely fascinated me. I never knew exactly how clueless I was about how the internet works.

My favorite was making the game because it was really exciting to see it work

The introductory and more simple programming because I am taking another computing class at the same time.

I liked the cryptography sections, since they were pretty interesting.

All topics were relevant and interesting, but the networking and game design were highlights because they were enjoyable and relate to potentially useful skills outside the course.

I like just the basic loops because I feel like that is the fundamentals of CS

Drawing in Java with Turtle, because it was pretty.

Deciphering. It has always been the thing I like.

recursion

Networking was my favorite because it seemed like something that would be really useful later on.

recursion because i found it interesting how it used itself to narrow down to the simplest point and solved the problem

The Class description, with the ball bouncing around the room, because it was interactive.

I really enjoyed the stuff near the end since I had prior knowledge coming in. We did an activity where we had to extract data from a corrupted SD card which was pretty fun.

I really liked travel navigator and reading files

I enjoyed the course more as the code that we wrote got more complex and more applicable. It was really fun learning how to write the interesting programs in the later homework assignments and labs.

The individual lectures themselves are difficult to pinpoint, but the accumulation of them all as well as how they fit together was pleasing.

Arraylists, very useful

I found recursion and recursive methods to be especially fascinating as it showed a clear link between how computers operate and order that can be seen in nature.

Networking, practical application.

Literally everything because the Prof. Sherriff was so engaging and fun.

Loops. They encouraged me to think logically.

Even though I didn't understand all concepts. I thought networking was very interesting. GPS HW was very fun.

None. Networking was slightly interesting.

I enjoyed the Networking lessons at the end as I had never done anything like that before. The Data recovery was also very interesting.

I was most interested in the networking section of the course, I didn't know anything at all about this coming into it and it was something I didn't know I was interested in until we started looking at it!

Implementing all the skills we learned into one program (Zombie) because it was fun to see how are skills can be put into an application

Recursion because recursive methods were fun to write after I understood the process.

I liked loops, as they were some of the easiest concepts for me to grasp and apply to problems

Networking

I think like all of them were my favorite and I can't think of anyone that stands out except recursion sucked because ew recursion. Although, if I HAD to choose...I think maybe the lecture about how computer science works talking about "dividing and conquering." It got me really excited about learning how to do all the things. Runner-up is learning about classes even though it took me a bit of time to fully understand it.

Files because it was most practical.

Probably loops (after I finally understood them), or the google map homework.

learning to read files was my favorite because it made the most sense and seems to be the most applicable to the real world

Recursive methods, because I loved the fibonacci sequence references.

Networking because it is usable.

loops, easiest to understand

network

Recursion. It was the hardest for me to really understand and when I started understanding it, it was really rewarding.

networking because we get to interact with others

For some reason I actually really enjoyed using nested for loops and learning about the different ways to use loops

loops

Although it was a grudgingly long assignment, I definitely liked zombies and object-oriented programming in general. It really made me appreciate how complex the virtual worlds in video games are.

Zombies was obviously the most time consuming, but it was my favorite once it was actually finished.

I liked doing HWs 5 and 7, the GPS Navigator and Net Pig. It was really cool to play with the finished product of both.

Turtle drawing

I liked to learn about the different loops because in programming, it opened up so many different things and loops are used a wide range of things and are fun to us.

Enjoyed the networking stuff towards the end.

The file writing and importing was the most interesting in the class

I enjoyed the material we learned for the second exam, including arrays and array lists, classes, methods, etc.

Classes. It gives me a sense about how large programming projects actually work.

classes/methods. seems like the most important part of programming was taught in this section

Methods/Classes specifically the time period during zombies because it was an interesting and diverse set of problems to look at and solve.

Learning about sequence and sorting algorithms

My favorite topic was the topic on classes and methods. At first, it was hard to grasp these concepts, especially because they were so abstract. However, after reviewing them a few times, i realized that they were much more applicable to real life scenarios than I first figured. For me, it was really interesting to see how I could break scenarios and objects that occur in the actual world down into code in programs.

Recursion was interesting

Recursion. It was mind-bending at first, but the example problems proved to be quite fun to solve.

Classes and how they work together

I really enjoyed the lecture on scanners; I found the metaphor useful and easy to remember.

Loops, I understand them the best

Recursion and the data analysis / CSV stuff. This will be most useful in the future and allows me to create stuff that is actually USEFUL and actually HELPFUL.

My favorite lecture was the lecture about loops because they're easy to understand

Loops

Loops

Loops. They are so commonly used and helpful.

Networking and encryption, just seems like the fun stuff you can do with computers.

GPS Coordinate Networking

Loops! So useful in everything and easy to understand.

Game design, fun to do, very helpful in learning

I thought the topics related to reading data and parsing it into manageable segments was interesting.

Although I found these the most frustrating, I liked recursion problems the most because discovering the solution was incredibly satisfying.

GPS was really interesting because it was very relevant to our lives

The ones with reading files/URL and hex reading. These topics taught me how JAVA could interact with other files which seemed more interesting to me.

All of them are awesome!

I very much liked designing and programming the programs, such as games, that the user could interact with and have fun. Also, the networking projects were very interesting, and I much preferred them as well.

Recursive methods. It was challenging at first but fun once I figured it out.

Recursion because it was a cool concept and not too hard to understand.

Recursion - most interesting to think about.

6. Which topic/lecture in this class do you think you will find the most useful in the future?

Question Type: Short Answer

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark	
Total	Individual Answers
81	See below for Individual Results

Networking seems like a useful tool. In the future I would like to build on that knowledge.

methods

Topics on the fundamentals of Computer Science, for instance the capabilities of a computer and how classes and objects work. Such concepts of fundamentals should help non-CS majors to understand what a computer can do to solve real problems as well as CS majors to develop a stronger understanding of programming.

The homework assignment that involved creating a navigation system by tying in Google Maps capability showed the power of simple code in harnessing features of the World Wide Web.

I think the topic that I will find most useful is the one regarding classes/methods/zombies particularly because it was the most difficult one and I find that I learn the most with topics that I find most difficult.

Not really a topic, but I think learning how to break up a problem into smaller pieces to solve it more effectively will be a useful skill in the future.

methods, helps a lot with efficiency and more complicated code

everything

Loops maybe? I guess in general just thinking in terms of algorithms. I think CS definitely developed my way of thinking about problems logically.

Solving problems in parts, stronger algorithms

Class construction. Creating your own objects allows you to tailor a solution to just about any problem requiring computation.

File/ipo lecture seemed very useful

As a basic level course, I found it overall to be useful as it refreshed and gave me a firmer grounding to build off of.

Probably the class where we discussed how objects interact. I had struggled a bit with this concept previously, but it was much easier afterward.

Probably things from Test 1.

all java

All of it is pretty useful.

The Case for CS and why computing is important

recursion

The file writing and importing section

problem solving skills in general

Object oriented programming.

Decoding/encryption and simple mathematical formulas and arrays as it will be helpful for data analysis.

Recursion because it will make future codes for other classes much more efficient.

Making games, such as Zombie.

The data analysis / CSV stuff.

The basic loops were also most useful because everything else was based off of that

Internet connection

-

the last lecture. he gave a nice overview of the wider impacts of your programming

I thought the section on reading in html and data files was really awesome. HW5 was an excellent example of a useful application of the concept and it was a blast to program.

I believe all has contributed to be useful for me in the future.

All topics included in the class.

As related above, I think the concepts related to reading in data and splitting it up into manageable pieces was both the most interesting and valuable part of the course.

Loops logic

Reading csv files could be very useful in the future

Stealing e-mails...

learning how to write and use classes

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

I think having a basic knowledge of programming in general is one of the most useful things to know-- I suppose were I to continue with programming it would be the most useful to have experience with creating classes and knowing how they work-- this seems like the basis

Networking

Networking

Networking

Networking

Networking

Methods

Methods

There was not one topic that will be more useful than any other. Just the overall basis in programming will be useful moving forward.

algorithm

loops

All of them, I want to major is CS.

networking because it involves internet

The basic fundamentals of the class since I will not be doing CS in the future.

The for loop seems like something I could apply to the real world most easily.

designing zombie games

What Prof. Sherriff said about computing being in everything we do in everyday life and how he would consider a success not if everyone used Java again, but if it helped people think. I thought that was very meaningful and powerful.

Classes and networking?

Classes because they teach you to separate a bigger problem into smaller problems to solve the big problem. This is a very useful tactic in life as it is in programming. If someone thinks it isn't the most useful topic taught in this class, they really didn't think about the question enough.

Im not sure.

networking

networking

networking

Probably recursion. Programming recursion methods requires a different way of thinking that I find I can use outside of CS.

All of it, as it provided a fundamental base for my knowledge of computer science, which I hope to continue building upon.

Maybe the travel navigator

Looping and analyzing files to find/read data.

Loops

Loops

Loops

Loops

Classes, because it helped me learn how to break down problems into simpler parts.

decision structures and loops.

I think all the basic stuff like how to write loops and classes will be really useful.

I feel like learning to write classes will be the most useful in the future

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

Knowing how to write a class and methods.

I think developing an algorithmic thought process will be most beneficial.

All of it because I plan on majoring in CS :)

I will find the lecture about attacking the problem at baby steps the most useful, as I got use to approach a big question at smaller levels.

I just feel like I know computers better.

Everything really

GPS Coordinate

As per where technology is going and how people love to be connected I find that the most useful aspect that we learned for the future was about networking, though you do need a basic knowledge of programming in general to get there.

7. What lecture/topic(s) in this class "did not work" or were not seen as useful in the long run?

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Question Type: Short Answer

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contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark	
Total	Individual Answers
76	See below for Individual Results

Didn't enjoy any of the stuff we did with turtles.

not sure

The whole yoshi's chase project didn't seem to be as useful in the long run to me.

Algorithms

complexity lecture

Recursion

I did not like the coding portion of networking. It could have been cool but there was too much "helper" code so I have no idea what I was really doing.

The first chase was not that useful for me because at that point I did not really understand how loops work so it was more confusing than helpful.

I found the algorithm section pretty tough to understand. I felt like we kind of rushed through it and skipped on to networking too quickly.

none

I really didn't think the zombie homework helped a whole lot with what we learned in class. It wasn't simply that I thought that particular homework was hard more that because it was hard it made it more difficult to understand how to correctly solve specific problems.

Drawing fractals was really cool, but it did not help me learn recursive methods at all. If anything, it probably confused me a little more.

advanced I/O, just didn't cover it enough so still don't really understand it

It would be nice to have an option to do the partner homeworks by yourself.

Fractals. Really cool but I wasn't very good at it and essentially useless for me in the future.

recursion

recursion

Recursion is hard to get.

Zombie was excessive and calender was too far.

Nope. Honestly not at all. Computing is everywhere! ;)

Networking did not seem to fit in with the rest of the curriculum. It confused me as to why we did it.

Sundays

Nothing

Recursion was a topic I feel was essential to CS theory, but I did not see many practical applications.

None that i can think of

There was nothing really that I felt was useless.

The last chase wasn't helpful to me. I got lost to easily and wasn't able to keep up.

THE VIDEO GAME BULLSHIT. I took this class to learn practical skills and the basics of CS. I have zero interest in video games. The game assignments had right around zero practical future applications. I would rather have done stuff that would be actually beneficial or useful in the long term, even if it seems more "boring" on paper.

N/A

Learning about handling exceptions probably wouldn't be extremely important to know, but I recognize its purpose within java programming.

Aside from occasional frustration, I was satisfied by the course.

I think all topics were useful.

To be honest, it might have to be the one on networking and advanced I/O. I think we just blew by those last two topics and didn't get them the emphasis that they needed.

None really, except some topics that were just touched on that we won't use until higher level classes.

The homework assignments that took certain concepts to the extreme, such as "Sundays" or "Zombie Survival." I understood pretty well how to do loops after completing all the other assignments in HW 4, so "Calendars" did not need to be so difficult. I definitely understood how classes communicate after the first week of working on "Zombie Survival," so I felt that assignment too did not need to be such a challenge.

nothing, all was good.

NA

I think we spent a bit too much time on fractals.

the chases....

The zombie game was pretty tedious at times. Did help somewhat in seeing how well classes knit together.

Networking

Networking

Networking

I wasn't a big fan of the fractals b/c they were confusing and didn't see the relevance really, but it was kind of cool, nonetheless.

I had trouble understanding the last in class assignment related to reading SD cards.

programming graphics/games.

Networking, at least for me

drawing

Recursion was a difficult concept for me, but I can see myself use it sparsely in the future.

searching for pictures

I can't think of any.

Networking kind of seems pointless as I don't see myself ever having to network something within my major.

Turtle drawing.

None

SUNDAYS. Didn't work, couldn't figure it out. Was probably a useful exercise in logical thinking, but not worth the amount of time and frustration it cost me. I never got it, and that ruined my entire week and my entire grade for that assignment.

Getting the pictures off the corrupted SD card. I didn't learn how to do it and the lecture didn't go anywhere. It could be useful in the future, but the lecture itself wasn't well taught. The different methods of sorting were confusing. We were just taught many different ways to sort, but never really seemed to learn which was the best way.

none of them

I did not enjoy the various chases

recursive

Yoshi chase and hex adjectival while fun did not seem to serve a future purpose.

I find them all pretty useful

None.

Things were good overall.

The very last section on hexadecimal, Advanced I/O

n/a

n/a

n/a

n/a

binary and hexadecimal

the lecture on algorithms was confusing

Earlier in the semester I did not understand Turtle too well, particularly when we drew a tree/other images.

Sundays.java, Nim.java

The ones that involved turtle drawing.

The homework assignment that involved creating a rudimentary video game covered many basic concepts covered in lecture but, at least for me, failed to demonstrate practical application of them.

Zombie

Drawing in Java, since I most likely will not need to use the Turtle class in my predicted future career. It was a nice way to start of the class, though, and I really enjoyed it.

8. How accurate is this statement for you if you used the podcasts from this class: Podcasts were useful to catch up on material that I missed due to absences.

~
Question Type: Likert

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contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
91	3.98	1.05	21 (23.08%)	17 (18.68%)	12 (13.19%)	2 (2.20%)	2 (2.20%)	37 (40.66%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
91	3.98	1.05	21 (23.08%)	17 (18.68%)	12 (13.19%)	2 (2.20%)	2 (2.20%)	37 (40.66%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

9. How accurate is this statement for you if you used the podcasts from this class: The podcasts were useful to review material that I was unclear on.

Question Type: Likert

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
93	3.96	0.93	16 (17.20%)	22 (23.66%)	11 (11.83%)	2 (2.15%)	1 (1.08%)	41 (44.09%)

Results for SEAS, 1000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
93	3.96	0.93	16 (17.20%)	22 (23.66%)	11 (11.83%)	2 (2.15%)	1 (1.08%)	41 (44.09%)

10. How often did you listen to the podcast for a lecture?

Question Type: Multiple Choice

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark						
Total	Every lecture (NA)	Nearly every lecture (NA)	Whenever I needed to review a topic (NA)	Only when I missed a class (NA)	Randomly just to see what it was like (NA)	Never (NA)
94	2 (2.13%)	0 (0.00%)	19 (20.21%)	23 (24.47%)	9 (9.57%)	41 (43.62%)

Results for SEAS, 1000-level courses						
Total	Every lecture (NA)	Nearly every lecture (NA)	Whenever I needed to review a topic (NA)	Only when I missed a class (NA)	Randomly just to see what it was like (NA)	Never (NA)
94	2 (2.13%)	0 (0.00%)	19 (20.21%)	23 (24.47%)	9 (9.57%)	41 (43.62%)

11. How would you rate the availability of TAs?

Question Type: Likert

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark							
Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
93	3.00	0.85	27 (29.03%)	44 (47.31%)	18 (19.35%)	3 (3.23%)	1 (1.08%)

Results for SEAS, 1000-level courses							
Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
93	3.00	0.85	27 (29.03%)	44 (47.31%)	18 (19.35%)	3 (3.23%)	1 (1.08%)

12. How would you rate the helpfulness of the TAs?

Question Type: Likert

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark							
Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
93	3.09	0.84	31 (33.33%)	44 (47.31%)	14 (15.05%)	3 (3.23%)	1 (1.08%)

Results for SEAS, 1000-level courses							
Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
93	3.09	0.84	31 (33.33%)	44 (47.31%)	14 (15.05%)	3 (3.23%)	1 (1.08%)

13. How often did you make use of the TA office hours?

Question Type: Multiple Choice

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark					
Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
94	15 (15.96%)	13 (13.83%)	13 (13.83%)	33 (35.11%)	20 (21.28%)

Results for SEAS, 1000-level courses					
Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
94	15 (15.96%)	13 (13.83%)	13 (13.83%)	33 (35.11%)	20 (21.28%)

14. Any specific comments about the TAs you would like to share?

Question Type: Short Answer

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark	
Total	Individual Answers
58	See below for Individual Results

Overall I liked my TAs, but I did notice that sometimes the topic was so simple for them that they would get impatient with you for not automatically understanding.

no

They are all beautiful wonderful people.

they are awesome

Nick and Monika are awesome.

My lab TAs were great. During office hours, they were pretty helpful too but for the networking assignment, they couldn't do too much because they weren't given the assignment before or something. They were all super excited to help though.

none

none

Nope

Sometimes the calendar said there were office hours but no TAs were at the stacks.

I had a big issue with partnering and they were not extremely helpful.

N/A

N/A

N/A

Every time I went in they were very helpful and friendly.

TA's in lab were nice and helpful

Nick and Paul and Monica were all absolutely incredible! Thoroughly enjoyed being in Monica and Nick's lab and Paul was incredibly helpful and knowledgeable at office hours.

Great job considering the demand for help.

the TAs for my lab section were knowledgeable and helpful

Really nice people

Jim was always very helpful. Casey and Stephanie gave good help also during office hours. Another tall male TA (Joe..?) was good as well as Nick. When I received help from Matt, he seemed anxious to move on to other things , and his advice went against what other TAs suggested.

Very helpful in our lab period

I went to office hours once and never again. There simply were not enough of them to cover for the amount of people seeking help.

NA

Kevin was very helpful during office hours while a few other TAs were not very helpful.

Kevin and Jim were very helpful.

No.

Lab 103 TA's were awesome. Paul and Caitlin were very helpful and patient

Good

Mine were great in the Lab section.

Matt and Casey were very fun and useful. Some at office hours were very unhelpful though.

The ta's were always helpful during lab and the office hours. They were able to explain the topics I had trouble understanding.

Some are more helpful than others in that they are able to ask me key questions that led me to figure out the problem in my code whereas others didn't really give any concrete help.

It was sometimes hard working with TAs for homeworks because one would tell you to try one method and the next would come and tell you it's completely wrong. It sometimes led to the homework being more confusing than necessary.

TAs were very helpful, but sometimes office hours could be crowded and not enough TAs to go around.

Basically every TA is not created equal. Some TA I had during OH were very helpful, but some were not even familiar with the material I was asking about when it was related to the assignment.

Some were really general--others were specific. The specific ones were much more helpful.

They were definitely on different levels. Jim seemed to be by far the best and most helpful, while some of the others didn't have answers and really only had the internet as the source of help. There also weren't really enough of them to handle all the kids. There would be waiting times of over an hour in the stacks at times just for the TA's not to have office hours anymore and just leave.

Great, very helpful but not giving all the answers.

nope

Nick was wonderful, he was not only encouraging but also very helpful!

Kevin was very helpful.

All the TAs seemed excellent, however at times it would seem like they would spend too much time with one set of people. When they did get around to helping, they were extremely helpful and knowledgeable.

They were fun, but also very helpful. Happy to joke around but serious when you needed them to be.

Nothing specific.

None.

Awesome.

Most TAs knew what they were doing and really tried to help you figure out what was wrong, however there were a few TAs that just told you that you were doing something wrong, and then left not really explaining how to fix it.

Kevin's review session for the second test was really helpful-he did a great job. Both Kevin and Marina were great TAs in lab.

n/a

I think it would be helpful if more TA's were available during office hours (Mainly on Tuesday and Wednesday). Often if you didnt get into the queue within two minutes of the system opening you wouldn't receive help for over an hour or just not at all. I guess this is because people wait until then to finish assignments but it makes it impossible to get help with anything on those days.

they are fun and friendly :)

Too many students, not enough TAs.

TAs are fantastic!!! My TAs certainly had a passion for CS that made it all the more exciting to converse with them about the topic and learn from them.

Stephan and Kevin are fabulous

Most were very helpful. Sometimes different TAs had different approaches and made it hard to get help on the same concept of programming from 2 different TAs

Steph and Stef are great!

Helpful but more TAs could be beneficial. It takes too long to be seen in OH.

15. What other topics do you wish we had time to cover or which topics did we cover that you wish we could have covered more deeply?

~
Question Type: Short Answer

~
contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Individual Answers
53	See below for Individual Results

Basic Java GUI's would have been interesting.

android dev.

I wished we had covered recursions more deeply.

Some more networking practice would have been useful.

Maybe building a website?

Working with websites.

None that I can think of.

none

Advanced I/O maybe...

Would have loved to touch a bit on web developing, but I suppose that may be outside the focus of the class.

games

I wish we could have spent more time on developing our skills on developing classes and objects. Maybe even an extra credit homework assignment that strictly dealt with this concept.

Recursion.

N/A

i wish went more into complexity

more in-depth cryptography would have been nice

I wish we could have delved somewhat into graphics or making a basic program interface rather than either using the console or getting helper code.

I don't know.

I wish we had covered many aspects of the Zombie game more. Figuring that out on the run was extremely difficult for an inexperienced programmer. We had gone over the concepts in class, but the level of difficulty in that assignment that involved putting the concepts together was a gap that was really too hard to bridge.

more internet

Differences between a PCs and Macs?

Everything that was covered was great!

NA

I did like the last section on networking/I/O but I got a little confused on it.

Reading HTML pages and scraping data. While we covered how to import a webpage's source, the source itself is only useful if you can extract the relevant data from it. It would have been nice to learn some parsing techniques or regular expression to get some hands on experience with making scrapers.

Classes and class construction. I feel like that's the heart of what applied computer science is.

JPEGs

Networking and Data Recovery were interesting and I wished that we did more with it.

Reading files and how to write files so you can use java to process them effectively.

The topics were all covered well; however, the transition to understanding how to implement stuff from class came while doing homeworks or extra practices like codingbat questions for recursion.

Out of all the material I wish we could have covered networking in more depth.

I would have enjoyed learning how the graphics engines, like the one provided for HW6, worked.

Probably classes, since those have such vast applications in the future.

File manipulation seemed to pass by briefly, more elaboration could have been interesting. Overall the depth was sufficient for an intro course.

we could have covered the networking part more

Because this class is my only exposure to anything related to CS, I'm not sure of what other topics there might be. I feel like this was a great introductory course and it has at the very least increased my literacy for how I might go about looking up another topic which might pique my interest in the future.

I think the progression and time from topic to topic was perfect.

The second half of the semester seemed rushed.

None

Network, cloud computing

More about networking.

Calendar

Maybe a little bit more on algorithms.

Recursion was hard to understand so quickly.

Fractals

Covered networking more indepthly

It was all fairly comprehensive.

Not sure.

No idea, maybe further into fractals, that would be interesting.

needed more time to understand recursion and sorting.

I really would have liked to cover web crawling or how to find data within a web page instead of through a web service.

Anything related to data analysis or user interfaces.

I wish we could have gone more in depth on networking and other applications of it.

16. The course addressed technically rigorous subject matter consistent with the course objectives.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
94	4.48	0.62	48 (51.06%)	45 (47.87%)	0 (0.00%)	0 (0.00%)	1 (1.06%)	0 (0.00%)

Results for SEAS, 1000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2162	4.12	0.88	787 (36.40%)	984 (45.51%)	266 (12.30%)	75 (3.47%)	36 (1.67%)	14 (0.65%)

17. The instructor used methods other than/in addition to traditional lectures (for example, active learning, in-class problems, collaborative learning, in-class discussion) effectively in this course.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
94	4.70	0.59	70 (74.47%)	19 (20.21%)	3 (3.19%)	1 (1.06%)	0 (0.00%)	1 (1.06%)

Results for SEAS, 1000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2599	3.97	1.10	912 (35.09%)	783 (30.13%)	367 (14.12%)	170 (6.54%)	94 (3.62%)	273 (10.50%)

~ QUESTIONS AND DETAILS ~

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18. There was a reasonable level of effort expected for the credit hours received.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
95	4.05	1.32	50 (52.63%)	25 (26.32%)	4 (4.21%)	7 (7.37%)	9 (9.47%)	0 (0.00%)

Results for SEAS, 1000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2169	4.10	0.95	812 (37.44%)	968 (44.63%)	215 (9.91%)	112 (5.16%)	55 (2.54%)	7 (0.32%)

19. The homework assignments helped me learn the subject matter.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
93	4.54	0.75	60 (64.52%)	26 (27.96%)	5 (5.38%)	1 (1.08%)	1 (1.08%)	0 (0.00%)

Results for SEAS, 1000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2161	3.99	1.03	747 (34.57%)	829 (38.36%)	314 (14.53%)	126 (5.83%)	70 (3.24%)	75 (3.47%)

20. The textbook increased my understanding of the material.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
95	3.51	1.16	23 (24.21%)	24 (25.26%)	27 (28.42%)	15 (15.79%)	4 (4.21%)	2 (2.11%)

Results for SEAS, 1000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2160	3.47	1.13	332 (15.37%)	569 (26.34%)	469 (21.71%)	223 (10.32%)	109 (5.05%)	458 (21.20%)

21. The course material was well organized and developed.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
95	4.59	0.59	61 (64.21%)	29 (30.53%)	5 (5.26%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2587	3.90	1.02	756 (29.22%)	1012 (39.12%)	420 (16.24%)	178 (6.88%)	77 (2.98%)	144 (5.57%)

22. The instructor was knowledgeable about the subject matter.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
95	4.86	0.35	82 (86.32%)	13 (13.68%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2593	4.26	0.91	1170 (45.12%)	835 (32.20%)	276 (10.64%)	70 (2.70%)	46 (1.77%)	196 (7.56%)

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23. The instructor was well prepared for class.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
94	4.83	0.38	78 (82.98%)	16 (17.02%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2595	4.21	0.90	1028 (39.61%)	871 (33.56%)	277 (10.67%)	69 (2.66%)	43 (1.66%)	307 (11.83%)

24. I received adequate preparation from the prior courses in the curriculum to be successful in this course.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
95	3.58	1.27	17 (17.89%)	10 (10.53%)	15 (15.79%)	6 (6.32%)	4 (4.21%)	43 (45.26%)

Results for SEAS, 1000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2155	3.72	1.08	352 (16.33%)	405 (18.79%)	345 (16.01%)	105 (4.87%)	51 (2.37%)	897 (41.62%)

25. The grading policy was fair.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
95	4.23	0.98	49 (51.58%)	28 (29.47%)	10 (10.53%)	7 (7.37%)	1 (1.05%)	0 (0.00%)

Results for SEAS, 1000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2594	3.80	1.13	772 (29.76%)	890 (34.31%)	410 (15.81%)	251 (9.68%)	117 (4.51%)	154 (5.94%)

26. The instructor responded adequately to in-class questions.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
94	4.63	0.57	63 (67.02%)	26 (27.66%)	4 (4.26%)	0 (0.00%)	0 (0.00%)	1 (1.06%)

Results for SEAS, 1000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2589	4.16	0.94	976 (37.70%)	870 (33.60%)	279 (10.78%)	100 (3.86%)	46 (1.78%)	318 (12.28%)

27. The instructor effectively used technology in support of the learning goals for this course.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
94	4.77	0.45	73 (77.66%)	19 (20.21%)	1 (1.06%)	0 (0.00%)	0 (0.00%)	1 (1.06%)

Results for SEAS, 1000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2587	4.08	1.00	944 (36.49%)	819 (31.66%)	339 (13.10%)	142 (5.49%)	48 (1.86%)	295 (11.40%)

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28. The average number of hours per week I spent outside of class preparing for this course was:

Question Type: Multiple Choice

contributed by Office of the Provost

Results for CS-1110-001					
Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
94	3 (3.19%)	9 (9.57%)	51 (54.26%)	26 (27.66%)	5 (5.32%)

Results for SEAS, 1000-level courses					
Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
2164	208 (9.61%)	952 (43.99%)	685 (31.65%)	226 (10.44%)	93 (4.30%)

29. I learned a great deal in this course.

Question Type: Likert

contributed by Office of the Provost

Results for CS-1110-001							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
95	4.58	0.61	61 (64.21%)	28 (29.47%)	6 (6.32%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2156	3.89	1.07	704 (32.65%)	842 (39.05%)	362 (16.79%)	156 (7.24%)	92 (4.27%)

30. Overall, this was a worthwhile course.

Question Type: Likert

contributed by Office of the Provost

Results for CS-1110-001							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
95	4.53	0.85	65 (68.42%)	21 (22.11%)	4 (4.21%)	4 (4.21%)	1 (1.05%)

Results for SEAS, 1000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2160	3.88	1.15	784 (36.30%)	728 (33.70%)	359 (16.62%)	175 (8.10%)	114 (5.28%)

31. The course's goals and requirements were defined and adhered to by the instructor.

Question Type: Likert

contributed by Office of the Provost

Results for CS-1110-001, Sherriff, Mark							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
94	4.69	0.49	66 (70.21%)	27 (28.72%)	1 (1.06%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2575	4.03	0.96	906 (35.18%)	1082 (42.02%)	402 (15.61%)	120 (4.66%)	65 (2.52%)

32. The instructor was approachable and made himself/herself available to students outside the classroom.

Question Type: Likert

contributed by Office of the Provost

Results for CS-1110-001, Sherriff, Mark							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
94	4.21	0.89	43 (45.74%)	34 (36.17%)	11 (11.70%)	6 (6.38%)	0 (0.00%)

Results for SEAS, 1000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2589	4.07	0.97	1008 (38.93%)	987 (38.12%)	424 (16.38%)	107 (4.13%)	63 (2.43%)

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33. Overall, the instructor was an effective teacher.

Question Type: Likert

contributed by Office of the Provost

Results for CS-1110-001, Sherriff, Mark							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
94	4.69	0.57	70 (74.47%)	19 (20.21%)	5 (5.32%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2592	3.90	1.08	919 (35.46%)	877 (33.83%)	510 (19.68%)	187 (7.21%)	99 (3.82%)

34. Please make any overall comments or observations about this course:

Question Type: Short Answer

contributed by Office of the Provost

Results for CS-1110-001	
Total	Individual Answers
49	See below for Individual Results

The one thing I didn't like was the later homework assignments. A lot of code was given and we had to fill in other parts. However it was confusing to just understand the code given because we hadn't seen most of it before and didn't know how it worked, and sometimes made the homework harder just because we had to spend time trying to understand the given code. Also, we didn't have a way to see why points were taken off of homework or what we did wrong

Very interesting, no major changes to be made. Possibly more leeway in how HW assignments are graded, not only by a bot

Tough class, but Sherriff is a good professor.

This class met 3 times a week and had a lab. Additionally, this is the class that I spent more time on than any other class. Therefore, I believe this should be a 4 credit class. I really did enjoy this class.

His personality made some questions I had seem to be stupid or irrelevant, so I didn't approach him about it.

awesome

Between labs and homework, the time commitment was high for only a 3 credit course

My favorite teacher this semester and the one of the most fun classes I've taken at uva

You did a great job making me stay attentive in class.

N/A

Sheriff was a great teacher that knew the material and knew how to make it fun. This class allowed me to learn a ton about cs and has made me way more interested in and appreciative for cs.

I took this course for fun because I'd been interested in learning programming for a while, but I was worried about how difficult I'd heard it was. On the first day of class, Sherriff basically made all my fears go away, he's such an engaging and knowledgeable lecturer and this has been one of my favorite classes I've ever taken at UVA. He seems to want us to succeed and will do all he can to make sure that we understand the material, and he knows exactly what his students are capable of and challenges them to achieve. I'm so happy I took this course.

I feel as if more programming experience is needed in 1110 than is led on from the course description. It seemed as though many students had some previous experience which pushed the class to move through topics a bit too quickly.

Sherriff was a great teacher that really knew his stuff.

It is a good, fun and Well-arranged class. It gave me a really good first experience with coding and programming, which removed my old impression (scare and stay away from it) about CS. Now I am thinking about majoring in it.

Professor Sherriff was a fun and knowledgeable instructor. I very much enjoyed this course.

This was my favorite course of the year, and as a complete novice in CS has sparked a considerable interest for me

After having taken CS 1110, this course is most definitely on my list of "top classes" here at UVA. Professor Sherriff was a very engaging lecturer and it was evident throughout his lectures that he cared about the topic that he was teaching. Overall, this class was reasonably difficult in the fact that it wouldn't take hours upon hours of your time to finish an assignment (and if it did, an ample amount of time was given to the student to complete the assignment). I believe that this class required a different "type" of thinking than students were familiar with. I would most certainly recommend this class to anyone that is looking for a challenging but exciting course!

It was good having a partner for assignments, but would have preferred to work individually in labs. I learn a bit slowly and was never able to keep up with my partners during lab, so I didn't learn as much during labs as I wanted to. Also, the podcasts aren't very effective because you can't see what's being done on the board. It would be great to have audio and film of the board.

I came into the class knowing nothing about computer science. Coming out of the class, I am much more confident that Computer Science is an interesting and worthwhile major.

Prof. Sherriff is without a doubt one of the best teachers I have ever had. The course is structured and organized very well. Supplemental tools, like lecture notes, CodingBat, and podcasts, were all so helpful in furthering my understanding and preparation. Future students who are willing to learn will gain so much from this course because of Sherriff's character and knowledge.

Sherriff is fantastic!

Good.

Really enjoyable and effective lecturer

Sherriff sometimes appeared judgemental when students could not understand a topic that he saw as an easy concept. There was an absurd amount of Hw due for an intro class.

Very learning intensive course of pretty difficult subject matter

Sherriff is a very effective teacher. He provides lots of examples and gets students to think about topics from different perspectives. I like that he always asks for questions and gives thorough responses to them. I felt that some of the homework assignments were rather excessive in order to get students to learn the subject material, specifically homework numbers 4 and 6. I am glad I got to work with a partner on homeworks 5, 6, and 7 but even there I feel as if the work was not evenly divided and that my partner brought down my grade in one case.

Mark Sherriff was honestly my favorite professor thus far. The only criticism I have of the class was the amount of helper code on assignments.

It was a good course. Some of the homework took an absurd amount of time to complete though. This class should be worth at least 4 credit hours, or what's required of it needs to be reduced. The intro to engineering class requires much less work but is 4 credit hours. Reevaluate the credits earned/work load required.

Great professor. Great course.

I had an amazing time in this class and I think a big part of that was Professor Sherriff and his fun, engaging teaching style! My only complaint is that I wish I had taken this class earlier. If I wasn't a fourth year, I would definitely go on to major or minor in CS.

Sherriff is a really animated teacher in the classroom which is great, but I felt that he sometimes went too fast especially when he is typing. I also found myself hesitant to ask questions because of a slightly condescending demeanor he has when answering questions. That being said, he was a great teacher overall and I did learn a lot, if not everything I was supposed to. I think it takes a certain type of logistical thinking to excel in CS, one I don't have a natural knack for, and therefore it was a challenging course for me. I'm glad I took it though because now I have a basic understanding of java.

Way more time and effort than what a 3 credit course should be. It is hard to keep up with the amount of work given. Partnering hindered my learning more than it helped.

The course was good overall

Sherriff is a BAMF. interesting class and very rewarding

For the homework involving methods or classes that were pre-written I wish how they were called/what they did exactly was better explained within the code. For example, during the Navigator HW we spent a long time trying to figure out how to use some of the pre-set methods. I wish the earlier HW's were graded more leniently because I did not realize that our code could satisfy all of the auto-grader examples, but then not work on another example.

Great intro class.

Mark Sherriff is an amazing professor, makes the class very interesting. Changed my intended major after this course to double majoring in CS.

Sherriff was entertaining and a great teacher. He was a little intimidating in his office hours but no one can say he's not fair, and I've never had a more efficient teacher. I would highly recommend him, just as my friends recommended to me to take his classes.

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

The professor was simply fantastic and brought the whole course together to make it my favorite class I have ever taken (including before transfer). I felt everything fell into place at the perfect timing and would not change a thing. Thank you, Sheriff!

The homework was very demanding, and the amount of time spent outside of class and in lab could be appropriate for a 4-credit class.

Mark Sherriff is exceptional. I look forward to taking other classes taught by him.

Came in with a little Java experience but didn't really like it. Left with a vast understanding and a new-found appreciation. Thank you!

Love this class! Seriously considering in majoring CS

I feel that the weekly quizzes should either be due on a different day or not be part of our grade. I know I kept forgetting to do them on Sunday nights.

The course was fantastic, and I recommend it to everyone. I would, however, reconsider the textbook, as I didn't use it outside of the first week of class, and most of the material is available online.

Excellent course.

Tough, but enjoyable.

I didn't skip a single class and I wouldn't have even if it were a 9 AM. Professor Sherriff's infectious love of computing permeates all his lessons, and he teaches effectively without, and maybe because he doesn't use, boring lectures. I think some of the very best people are scientists, because it is very likely they have a true passion for what they do, and Sherriff is certainly one of those people. As a fourth year, having to do regular homework assignments could've been a real pain, but since they were so interesting, it was more like I used CS homework to procrastinate on things like, oh, I don't know, my thesis (oops). I am very glad and thankful that I have had him as a professor and hope to use computing in the future, as he inspired us to do in his last lecture.