CS 1110-001 **Introduction to Programming** - Spring 2013

ENGR (17422)

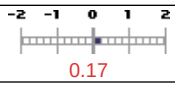
INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 165 / Enrollment: 193

Summary: CS 1110-001 Introduction to Programming - Spring 2013 (17422)

Overall Course Rating

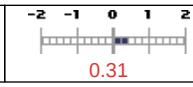
CS-1110-001 Mean 4.09
CS-1110-001 Std Dev 1.01
CS-1110-001 Response Count 812

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 1000-level courses Mean 3.90
SEAS, 1000-level courses Std Dev 1.07
SEAS, 1000-level courses Response Count 7896

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.57
Std Dev 0.66
Response Count 1141

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 1000-level courses Mean 4.30
SEAS, 1000-level courses Std Dev 0.87
SEAS, 1000-level courses Response Count 11165

~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

1. How accurate is this statement for you: After taking this class, I am more likely to major or minor in CS.

~
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)
165	3.18	1.25	29 (17.58%)	40 (24.24%)	46 (27.88%)	32 (19.39%)	18 (10.91%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
482	3.08	1.35	93 (19.29%)	102 (21.16%)	114 (23.65%)	96 (19.92%)	77 (15.98%)

2. How accurate is this statement for you: After taking this class, I have a better appreciation for Computer Science.

~
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)
164	4.38	0.88	91 (55.49%)	56 (34.15%)	10 (6.10%)	3 (1.83%)	4 (2.44%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
477	4.27	0.87	224 (46.96%)	191 (40.04%)	40 (8.39%)	13 (2.73%)	9 (1.89%)

3. How accurate is this statement for you: After taking this class, I personally have a better understanding of fundamental concepts in Computer Science.

~
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)
165	4.56	0.64	104 (63.03%)	52 (31.52%)	7 (4.24%)	2 (1.21%)	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)
481	4.40	0.72	242 (50.31%)	204 (42.41%)	21 (4.37%)	13 (2.70%)	1 (0.21%)

~ 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)
162	3.75	1.14	51 (31.48%)	53 (32.72%)	29 (17.90%)	24 (14.81%)	5 (3.09%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
408	3.65	1.14	112 (27.45%)	131 (32.11%)	91 (22.30%)	59 (14.46%)	15 (3.68%)

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
149	*See below for Individual Results*

Image manipulation was my favorite because it was a topic that was very applicable to the real world (photoshop etc.). Although it was a little difficult to understand at first, HW6 and the lectures helped me grasp the material.

I liked the Target Class homework

Learning to structure loops and basic programming skills because it really helped me set a foundation for learning about computer science.

they were all very challenging for me

All of em were mind blowing!! Especially lectures concerning Zombie game design and Image manipulation - creating those things with knowledge we learned from Professor Sherriff's lecture was so exciting!!!

Making games, learning a bit about hacking when somebody crashed the collab site when their program ran an infinite loop.

The turtle one because it looks pretty

Image Manipulation, because it's something I actually do and it was cool to learn how it's done.

methods were my favorite topic. Once we learned them, it was easier to see how powerful programming can really be.

Array List. It really helped understand how computer science works and how it is interesting to know it.

I liked the fractal lectures because I have always been amused by fractals.

none specifically come to mind

Although incredibly challenging, I really enjoyed working on Homeworks 4 and 5, and I feel like I learned a lot.

if statements and loops because they open up so many doors

Designing the zombie game; I felt accomplished after completing the assignment. The final product had a purpose and I could show off to other people that I "created" a game.

I liked learning about methods because it allows you to do a lot with java

I liked the pig game lab because it was within my skill range at the time, and it was an interesting program that the user could interact with; it was now a program that just printed something out.

I enjoyed the topics associated with Homework 5, because it was a fun and interesting way to create a distinct, tangible program that had basic interactions with the user besides simple input/output typing.

I don't think any particular topic was my favorite, I found most of the later material very interesting. Recursion in particular forces you to think in a different way.

My favorite topic was the homework in which we designed the video game, it was a lot of fun and learning how to do create some of the mechanics of a video game was a really cool experience.

the lectures concerning the games

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Creating Classes. I think this is one of the most fundamental pieces in understanding programming, and the homework that tested this knowledge was creative and fun.
	I enjoyed the end alot where we got into picture and data manipulation
	I really enjoyed file and url reading, because I feel like I could use a lot of this material to make my own programs
	Basics, cause it made sense
	The first encryption chase because I felt like I was a legit spy/ coder.
	Image manipulation - photoshop and similar programs interest me
	I liked making the zombie video game because I love video games.
	Classes and methods. After that topic I feel like the information really clicked and I began to really "get" how to code beyond just the basic "do this and do that" stuff of the early part of the semester. Zombie HW was very helpful, and a fair difficulty in teaching this stuff.
	My favorite topic of the course was learning to write methods to actually compile code to do things we want, not just simply repeating things the teacher tells us to do.
	data reading
	I would say learning how to use methods and classes, because it enabled us to do a lot more with programs.
	The zombie game HW
	image manipulation
	My favorite lecture was the lecture on referencing because it was a lecture where I thought that Sheriff actually did a good job explaining the concept in a concise manner.
	class and methods Because the interactions between classes are interesting
	Zombies
	I enjoyed every topic but I believe creating my own video game was my favorite since I enjoyed thinking of and creating my own features for the game.
	Honestly just basic if statements and loops. Most useful for the basic applications I will use on a day to day basis.
	I really enjoyed learning how to make the zombie game. I thought that the coding was pretty fun and having the chance to add our own extra features was a huge motivator to learn more complex code.
	Method writing because it truly taught us how to break down the problem
	The image manipulation because I could see more of what I was doing so it was more exiting for me.
	Logical statements
	I enjoyed learning how to manipulate images. I also enjoyed the zombies and scheduling assignments.
	Loops because it made all of the annoying repetitive coding simple and easy
	HW 5 gave a physical manifestation of programming in the form of the zombie game which made me appreciate the curriculum more.
	I enjoyed the lecture in which we used the GPS function of an iphone and mapped it to google maps. this was a nifty and entertaining way to introduce an element of our homework for us.
	Homework 4, because it was most helpful in teaching me methods and how they are used
	programming
	My favorite topic in this course was that of classes and methods because being able to create our own separate classes made programming more efficient/succinct, and it was probably the topic that I understood the most.
	I really enjoyed homework 5 because of the variety of programming involved.
	The lecture about recursion with the numbered people. I though that it was a fun way to introduce the topic and differentiate it from looping.
	None

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Loops. I understood them well Pixels. I enjoy photography and art so it was cool to manipulate something that I'm comfortable with. My favorite topic was loops because of the wide application. Image manipulation was the most interesting because it is something that is so common in life but i had never known how it actually worked. Image manipulation Learning to manipulate images because it was very practical. I enjoyed loops and Image manipulation the most, mostly because I understood them the best. Picture editing. It allows me to learn the basis behind the picture processing. Loops cause they are fun and useful! No particular topic, I just enjoyed learning to program. Recursion. It was probably the most difficult to figure out in Java, but I've always been a big fan of fractals, so figuring out how to draw them in Java was really cool. Image manipulation and creation of fractal artwork -- the real-world application of loops was fascinating. I really liked learning about animations like the zombie video game homework assignment. It was just a fun program to code and figure out. objects throwing stuff around the game Image manipulation, because it was fun and pretty easy to understand. The Human v. Zombies (methods, classes, and having them interact) was my favorite. That was the topic where I saw the an application I find fun or useful. Image manipulation. I think it would be fun to work with graphics programs. array lists Recursion, because I enjoy patterns and have found this part to be very similar to a math course I took involving proofs. Favorite topic was image manipulation because it was interesting to learn the general idea of how photoshop works. I didn't really have a favorite. Maybe when we started loops. I liked learning about methods, because they are actually how programs are made which is pretty cool. The intro lectures, where I felt like I was learning alot. writing methods and classes. It was interesting being able to design my own object with its own state and behavior. I felt it was part of the course where one had to think most critically. My favorite topic was image manipulation. This is because it was the most relevant to me because I never really plan to program games or anything of the sort. programming games can use the materials I've learned to do sth. interesting Logic type puzzles. Mathematical programming is a nice test of problem solving skills and I enjoyed that. ArrayLists and Arrays because I was best at them. I really liked image manipulation because it allowed me to create a program that I may actually use. Image Manipulation....easiest.. Image manipulation at the end of the course because I am very much interested in the cross section of computer science and digital media. Reading files from online and doing something with them. I think I could see myself using this for practical purposes in the future.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I don't know if any one topic was significantly different from another. It was all pretty sweet. I really did enjoy the treasure hunt style lecture because of its hands on nature but I wish I had more time to do it. The one where we did the decryption game in class. I enjoyed the encryption chase lecture the most. It was a fun and exciting experience where I was able to put CS skills to use on a scavenger hunt. It made learning fun. recursion Recursion, because it opened my eyes to a unique way of solving and looking at problems in smaller parts. Image manipulation, because there is a lot of room to experiment and have fun while still learning valuable tools Making the zombie game. Loops because I understand them the most. I enjoyed studying recursion, I have had CS before and just like the elegance of those methods. My favorite lecture was the encryption chase: it really taught me how to use a for loop and it was pretty fun decoding the messages and going around grounds. I liked methods. They just came naturally Game development HW 5/image manipulation. It was fun and at that point I had a better understanding of the subject matter in order to actually do it. My favorite topic was methods. I liked breaking the problem up into smaller pieces. This made it more manageable for me, and it also made my programs more complex and interesting. Code breaking, because it is an interesting topic. object oriented programming because it taught me how I can construct complex programs from simpler methods and fields. The ones requiring logical thinking: that was logistic, and the one asking us to make a program to select classes. The chase was fun and I felt like it was helpful. Image manipulation because it was easier to understand Image Manipulation - Had real world value Recursion, becuase I am fascinated with the shapes. I felt most satisfied finishing the zombie attack game, because I am an avid gamer and have always considered developing games as a hobby. Other than that, I enjoyed image manipulation a lot. Anything that involved more than just the professor talking to us (doing the Chases, having students act as numbers to demonstrate what merge sorting is, Prof. Sherriff lying on the floor to demonstrate how hasNextLine works, etc.), since it created interaction with the class, which made the class more enjoyable. the ones that worked with animations (zombie) Encryption and picture manipulation. I could see what was going on... It was very concrete. Recursion and drawing were my favorite topics because it was something that gave immediate feedback with a unique image. Editing pictures - because it has real world applications and I had always thought it was much more complicated than it is. Now I know to some extent how things like Photoshop work For loop picture manipulation, i always thought it was much more complex then it is. Primitive data types! I felt the same about all of the lectures.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I liked learning about accessing files and urls because I was able to find useful data from a large database.
	methods and classes
	Working with pictures at the end of the course was my favorite because it was straight forward and fun to play around with.
	Classes because they are really important
	The lectures which sent us on a "chase" or "scavenger hunt" outside the classroom which required us to decode or use other programming skills we learned in class to overcome obstacles were incredibly fun and even worthwhile for our learning.
	File reading/writing, because I thought this concept was most applicable to the real world.
	I think creating the zombie game was my favorite because it was fun to learn the basics of designing a game and I felt like I was really coding and doing something interesting.
	Looooooooops. Loops are awesome. They make computers due what computers do best.
	I really enjoyed image manipulation because it was easy compared to the topics immediately prior to it.
	I had a lot of fun with loops.
	I really enjoyed the whole concept of classes and making them interconnect to tell a story or solve a problem (like homework 4).
	My favorite topic in this course was the image manipulation. It was really interesting to see how the programming behind iPhoto works
	Parts of the computer, cyber security, and logical reasoning because they interest me and I was able to learn about these things in the course, most of which I would not see in any other course.
	The beginning of the course with learning the basics was very helpful, but i feel like we moved to quickly through all the material because it has gotten very difficult and confusing towards the end
	Recursion, it was interesting
	Image manipulation was my favorite because it is easy to see what is happening.
	Loops-they introduced me to a new way of thinking.
	Learning about what search/sorting techniques are the most efficient was my favorite topic. How you would optimize a program to run most efficiently seemed interesting to me.
	I didn't have a favorite. It was all interesting.
	HW5. i enjoyed making a video game
	I liked if else statements because its when I first really understood something about CS
	Loops because they are the most useful
	Learning about classes was the most fun. Perhaps, because of the homework given with that material. The homework in which I created a zombie video game was both challenging and fun.
	Recursion, I like logic problems, and recursion just seemed like the kind of interesting logic problems I liked.
	recursion particularly with using fractal design. it was interesting to see something so artistic from a computer program.
	Loops were my favorite because I was able to
	Arrays and loops, because I was able to gain a fundamental understanding of how to manipulate real amounts of data.
	Looking back, the topics covered by HW4 were my favorite parts of the course. The practicality of working with Lou's List and seeing a final visual product (the map) for the first time were honestly awe-inspiring, and gave me a huge appreciation for the art of CS. To participate in a subject concerned with taking the extremely complicated and making it remarkably simple and user-friendly was really valuable for me as an English major, and frankly, pretty philosophical.
	Homework 4, because of the nature of the creative problem solving.
	I really enjoyed learning to write different methods. It was at this point where I really started to understand and see the practical implications within the class.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	recursion. effective
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: 147 Individual Answers: *See below for Individual Results*
	The basics may help me to create simple programs such as Scheduler or RedEye to help me make complicated tasks more simple Classes Classes Images algorithmic thinking input/output Most likely image manipulation. Plan to use programming in the future for microscopy work. Though, very basic, the code we used for image manipulation was useful and gave me a starting point to learn more advanced code necessary for imaging on a microscope. none specifically come to mind Kind of everything (except maybe knowing what the mechanics of image manipulation are and how they work), since they're all "basics." for loop for loop Simply having some programming experience - before I had none. Probably for loops. They just seem like a handy tool for any programming language. Just coding overall, we never got into any specific topic too in depth to be able to use it effectively (by the nature of the course) so I think just the critical thinking skills and different way of looking at things acquired from the course made a huge difference. reading CSV files Information on cyber security and information about software/program development. Basic Java coding like loops and if statements will be useful for later classes that will require simple coding. I really liked learning a lot of the logic behind programming and why it works. I don't plan on doing any CS work in my future, so I can't really say. Loops, I'm interested to see if I can use this way of thinking and apply it to other things. Creating methods and classes to perform tasks with input and known information. Loops and methods? ArrayLists I don't think any one topic is going to specifically help me in the future, but learning the basic of coding and learning the basics to java will help me code in other languages in the future, if I ever do so. Nothing I have no idea. The homework in which we read data from lou's list and created schedules I feel taught skills will be the most useful in the future. Loops - because loops were used in basically every other topic somehow

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Although not really a topic, I think that the best thing I learned from this class was problem solving. All of the questions and homework were given did not ask for something we did not. The challenge was figuring out the question with our problem solving ability and applying our knowledge to write the code. I think that this will be useful to me even if I do not major in CS.
	Basic coding, although I will most likely never use it again.
	Personally I took the class to gain a basic literacy in programming concepts. Along those lines, all the topics were useful, but the general topics of methods, classes, basic loops, etc. are the things that I will be taking with me forward.
	Basics of object oriented
	I don't plan on using Java ever again.
	I think the general fundamentals of coding will serve me best because before this I had never done any computer programing
	Image Manipulation
	Image Manipulation
	Anything to do with algorithms or anything that had to do with improving my problem solving skills.
	The idea of breaking things into manageable pieces, like with fields and methods.
	arrays and arraylists
	All of the one's on methods and classes because after that programming was a lot more intuitive.
	Just generally dealing with information and manipulation information. Nothing too specific.
	probably just learning about the basics
	Because I do not plan on majoring or minoring in CS I believe the initial lectures which gave basic information about JAVA and programming will be the most useful in the future
	I think the image manipulation or the reading in URL or files will be the most useful because if I decide not to continue with computer science, I can still use that knowledge in other fields and for simplifying tasks.
	Can't think of one lecture in particular.
	Method Construction
	Writing methods and classes because it is the basis for many other topics.
	All of the topics that we covered from creating new methods to recursion were very useful.
	all of them
	all of them
	I think the piece of the course where we learned how to pull data from an external source and do things with it (lou's list) will be very useful in the future, because it could potentially help me to write programs to interpret useful information
	Loops, methods, and classes
	loops
	Learning how to use methods and classes.
	programming
	Primitive data types because they are the foundation of CS.
	The philosophy of taking extremely complicated ideas, boiling them down, and presenting them in the simplest way possible. I will probably never code again, but the general idea of CS has definitely influenced the way I think, and the way I focus my writing.
	Probably File I/O. If I ever need to use CS for financial analysis, it will probably have to do with reading information off of files and analyzing it.
	Classes and Methods
	None
	As I do not plan to major in CS, the general understanding of computer programming will likely be the most helpful.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Most likely the problem solving lectures (I'll be making sure to try and use programming to help make tedious processes in work and school easier). Reading files and urls. Probably the beginning programs that did math computations. I don't see myself using much else in the future, such as objects. Writing methods. Programming in general Logical thinking Loops Loops Arrays Learning how to write out methods will allow for me to write simple programs if I ever need to in the future. Array Lists Arrays and loops Image manipulation Image manipulation I think it will be most useful simply to understand the fundamentals of object-oriented programming, so most of the course. The process of how to come up with different algorithms I honestly don't know. It probably depends on how much progamming I do in the future. array lists/methods Reading information from a file methods Picture editing, may be fun to mess around with it in the future. Arrays and Arraylists because it allows for storage of information and access of it. everything up to arrays and arraylists. Using array lists. not sure Writing our own methods. Image manipulation because it's probably the only thing I will use after this computer science class, and I will have somewhat of an understanding as to what is occurring when I edit pictures now. Basic programming skills. Recursion Image manipulation as I will probably have to make site plans on the computer. I enjoyed loops. Well explained and seems like it will be useful for the limited simple scripts I'll write on my own. concept of classes and methods Reading files from online and doing something with them. I think I could see myself using this for practical purposes in the future. recursion I really liked learning about classes and methods. It was easy for me to grasp this concept and it is a way to practice breaking down complex problems. The skills I learned from this topic can be applied in other areas than just CS.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	programming as a whole I think my understanding of the basic data types, decision structures, and overall programming mindset will be most useful for my pursuits in java and other programming languages. Writing methods? Recursion. New way of thinking about problem solving. I think all the lectures were helpful, particularly those that focused more heavily on algorithms. I think those types of skills will help me in the long run! Probably creating and using methods. That seems like a skill that will help me in any kind of coding I do in the future. All of it. I would say every lecture will be useful. I am not in the Engineering school and will not be majoring in CS, but I feel as though my exposure to computer programing has made me a more versatile worker and student for the future. "Divide and conquer" programming I think the most useful topic was when we learned how to make a program with our own self-created method components. The zombie video game. I guess image manipulation seems pretty useful for the future. I only say this because I found it practical to import images and change what was outputted to the screen. This seems like something I could use in the future. learning the read and parse databases like from HW4 Problem solving Recursion and reading files Making separate classes to split problems. It doesn't have to apply only to coding. For loops because they were used the throughout the whole course and made it much easier to code. LOOPS arrays..? loops. The lecture on while loops was probably the most useful for the future. just general knowledge about how programming works I lectures on arrays and loops were really useful because we use loops all the time now. learning to read in files so that the program can handle the given information Object oriented programming I think that the basic loops and logic will prove to be the most useful. They helped me with my reasoning and can come in handy in the future. loops the loop lecture Graphical interface thinking logically Can't choose one in particular A basic knowledge of programming and computer science. All of it methods and classes. This was the part of the class that most directly tested critical thinking. The loops and basic structures of programming.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	all What i stated above. for loops for accounting purposes I guess they were all helpful in developing a basic understanding of how to code. The topic in this class that is most useful is probably where we made our own computer games. It would be a toss up between Decision Structures, and Recursion. I think methods and classes will be very useful in the future. I will not be using cs in my major but we do use matlab which uses a lot of the same concepts so it will be helpful in that respect. I probably will find the basic fundamental concepts the most useful in the future if I ever need to write a basic program. The lectures I think I will find most useful in the future are the lectures on the interaction of classes and objects. Probably the lecture on parts of a computer, because it's the only one I'm likely to use (as a non-CS major) The introduction of Eclipse and programming Image manipulation of Lou's List Learning how to approach problems with computer code. Loops. Loops. Loops.
7. What lecture/topic(s) in this class "did not work" or were not seen as useful in the long run? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-1110-001, Sherriff, Mark Total: 134 Individual Answers: *See below for Individual Results*
	I did not find anything not useful. N/a I thought all the material was useful and was delivered in a logical way. Images The activity where we had to run around grounds looking for clues. The lecture looking at recursions with the people because I didn't really understand the example. Arrays I'm not sure. I liked them all. Turtle drawings Picture and pixel manipulation Manipulating images. There's so much free software for that already that I can't image ever wanting to code my way through it. Pulling data from the internet. I had a bear of a time with it. Lecture on GPS. It was cool, but I would've rather spent more time on difficult topics like recursion. I don't feel like we did enough basic recursion practice in class. I would like to have done more CodingBat recursion practice than the fractal activity. I find recursion to be the most difficult topic we covered this semester and I still don't really understand it. A little more hand-holding during the fractal recursion activity might have helped instead of just letting us go on our own to try to figure out how to make the fractals work.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I thought that the recursion was a little rushed. I can't say I felt that I got a great grasp of the material, but the book was a pretty good supplement to learning.
	Nothing
	Images and I/O
	The day that we brought in the different objects was very confusing.
	N/A
	N/A
	N/A
	N/A
	I didn't' really notice any, except for the occasional very short friday lecture, and those were great to.
	THe picture manipulation just didn't seem quite as related to coding or as useful for the future as other topics. Still fun though.
	The lecture about the objects were repetitive
	none.
	Editing pictures.
	I feel they all were useful it their own sense.
	Recursion, mostly because it wasn't adequately explained for me
	all of them worked
	I still don't really understand pointers and different data storage techniques.
	the timeline was very tough. Assignment were difficult and required long hours.
	I thought all lectures were useful
	The whole binary/transcription/IO stuff at the end, maybe because we when through it so quickly.
	While I think the introduction to the complexities is important I don't think I will be needing the exact functions of the complexities in my future.
	Image manipulation is interesting, and the lectures on the subject were neat because of the popularity of Photoshop/Instagram/etc, but I didn't take much from it. HW6 seems tacked on, and I feel like the topic is just sort of filling time after finishing our game programming. Fractals are mathematically pertinent, but the image stuff didn't excite me.
	The HexReader/SD card thing was not well explained, therefore I could not get it to work and I just was like "screw it"
	I do not really need to be able to make a videogame, but it is good to know. I think everything was useful.
	I think Professor Sherriff could've done a better job explaining recursion.
	I liked that all the topics covered material we just learned in lecture, but I'm not sure how much I'm going to use programming in the future. It is cool, though.
	Fractals were difficult to understand.
	None
	None
	None
	None
	None
	UML diagrams, while I can see the usefulness, will probably be the thing I will forget most easily.
	As much as I appreciate Prof. Sherriff trying to make the concepts as easy to understand as possible, some of the classes where we came in an he demonstrated concepts in an "out-of-the-box" way such as passing by value vs. passing by reference did little to clarify the subjects.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	They all seem useful. None. image maniupation I don't really understand why we learned image manipulation when that probably won't be helpful to me ever again. The recursion lectures didn't work for me because I really don't fully feel comfortable with recursion. turtles Fractals. All of the topics seemed useful and necessary to me. Recursion was just very confusing and I did not feel like I fully grasped it or would use it in the future. image manipulation probably. Image manipulation pass by reference vs. pass by value Recursion seemed the least useful, but I feel like it has some important uses we didn't have time to go over. Learning about Advance I/O has been really confusing for me. It would be nice to probably spend a little more time explaining the concepts behind Advanced I/O instead of just one lecture near the end of the semester. Not sure. ---- advanced i/o The changing of pictures at the end nothing nothing Image manipulation has been difficult for me to wrap my mind around. Recursion was difficult and didn't seem that useful for our skill level. Arrays. Casting I don't think that the piece on writing data to files will be very applicable because it was a more difficult concept and was crammed into a short period of time, which seemed to result in a lot of confusion. I for one, did not fully comprehend what was going on because of this. The lectures on fractals I found very difficult to understand and disconnected from the rest of the course content beyond fractals simply being an application of recursion. Can't think of one not sure I didn't understand the recent finding jpg files in a sdcard activity. I do not think that coding in class was very helpful (where we take five minutes to come up with a code). I think that class time should be spent going over the concepts and how to apply them (i.e. the commands to call methods, etc.), and we should use lab time reviewing these concepts and put their application into practice. The UML diagrams were kind of confusing and didn't really seem to help. As I am not entering the field of computer science, nothing seems useful. This is a required course, hence why I am here. Everything was worthwhile and useful Advanced I/O

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	none
	none
	none
	Many. i don't get recurssion.
	they all seemed to work together, so I believe all topics "worked"
	Picture/ Turtle
	Class diagrams. Other then being tested on them, there seemed to be no practical use for them, at least in the context of this course.
	recursion
	recursion
	recursion
	recursion
	Recursion, because it was confusing and can also be done using iterative methods. But the lessons on recursion were very helpful and interesting.
	I think just about all topics were useful.
	image manipulation
	Recursion "did not work" for me because i struggle with finding the patterns required to make it work.
	Recursion.
	I still don't really see the usefulness and necessity of recursion. I also don't understand it very well. But by the end of the class I might see its usefulness.
	advanced I/O
	I did not like image manipulation because I didn't think it would be useful for me.
	Image manipulation feels useless. I've already put my new Java knowledge to use in my Research Assistant job, and basic GUI applications would have been so much more useful for me than image manipulation.
	The lectures on images were not useful for my future.
	reading bits and then interpreting them
	The last one with Yoshi, because I never really figured out how to do it.
	writing fractals, image manipulation
	Recursion probably.
	I didn't really think that the image unit was as important as the other material.
	images
	certain types of programming
	Recursive Method
	The ones on picture manipulation were really difficult, but they were still pretty interesting (the sheer difficulty made it hard for me to apply it to other subjects)
	2d Arrays. Still don't get them, esepcially when you apply it to pixels. Also, I never completed MasterMind because I don't understand flags.
	Those extremely hard programming request that require previous experience.
	turtle
	I didn't really see the point in learning the images information, seeing as there was so little time left, but it was nice to diversify the work we do in class/lab/homework.
	Recursion. It doesn't make sense to be doing this for our problems, and because I won't be taking more CS, it just confused me more than anything.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

I know that the concept is useful, but recursion confused me quite a bit as explained.

I didn't really understand the Frisbee demonstration.

I think they are all useful

Although a few of the lectures could get tedious, they all ended up being useful by the end of the year. I didn't quite understand why we spent so long on the fundamentals, but I will admit that if we hadn't I probably would have had a hard time later.

homework 4, it was very difficult and with spring break I did not get a chance to learn the material enough

I have a hard time understanding recursion

I felt that the topics at the end were very difficult to understand

I think the encryption lectures were cool but then we kind of dropped the subject. I would've liked to either learn more or use that time for practicing the more relevant subjects we were tested on

The part about turtles

recursion

Images, I did not understand the coding of this.

I do not think we learned any topics that were not useful

I could see all of it being useful in the future.

I'm not really sure, just because I don't know how I would use some skill doesn't mean it would not be useful to know.

Fractals...they were extremely confusing and seemed to come out of nowhere and were not necessary for the final or later on.

I think the topics all seemed pretty relevant/useful.

Everything before arrays and arraylists! Wish we had learned that sooner. It is much more efficient.

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

~

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)
162	3.89	0.98	31 (19.14%)	33 (20.37%)	29 (17.90%)	2 (1.23%)	3 (1.85%)	64 (39.51%)

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)
406	3.91	0.90	74 (18.23%)	94 (23.15%)	72 (17.73%)	8 (1.97%)	3 (0.74%)	155 (38.18%)

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)
161	3.74	1.00	25 (15.53%)	29 (18.01%)	31 (19.25%)	6 (3.73%)	2 (1.24%)	68 (42.24%)

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)
405	3.69	0.93	52 (12.84%)	94 (23.21%)	82 (20.25%)	20 (4.94%)	3 (0.74%)	154 (38.02%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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)
164	4 (2.44%)	1 (0.61%)	24 (14.63%)	43 (26.22%)	17 (10.37%)	75 (45.73%)

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)
410	4 (0.98%)	6 (1.46%)	87 (21.22%)	97 (23.66%)	46 (11.22%)	170 (41.46%)

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)
164	3.23	0.79	67 (40.85%)	73 (44.51%)	19 (11.59%)	4 (2.44%)	1 (0.61%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
480	3.12	0.81	169 (35.21%)	219 (45.62%)	78 (16.25%)	11 (2.29%)	3 (0.62%)

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)
163	3.37	0.69	79 (48.47%)	66 (40.49%)	17 (10.43%)	1 (0.61%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
477	3.17	0.79	180 (37.74%)	214 (44.86%)	71 (14.88%)	10 (2.10%)	2 (0.42%)

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)
164	22 (13.41%)	34 (20.73%)	38 (23.17%)	45 (27.44%)	25 (15.24%)

Results for SEAS, 1000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
480	59 (12.29%)	107 (22.29%)	120 (25.00%)	101 (21.04%)	93 (19.38%)

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
93	*See below for Individual Results*

lovely set of TAs this semester. :D

Many of the TAs were very helpful during office hours but some gave very vague comments about how to approach the code and then left.

TAs were amazing

no

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	no
	no
	They are very helpful but we need more!
	Jenny is AWESOME!!
	It would be nice if in office hours, they would allot only a specific amount of time per student because TWICE I and others spent almost 3 hours waiting.
	Very helpful
	Some talked very rudely and weren't very helpful. Office hours were a waste of time many times because a TA never even came to help me
	I thought they were all very helpful
	Casey and Matt are super helpful and super sweet when helping. They do an awesome job! keep it up! :)
	Sometimes they would be too focused on helping a single group during lab.
	jim and the girl ta are really nice
	There weren't enough TAs. Sometimes I would be at office hours for 4+ hours because I had to wait in line. This is frustrating when you have other engagements and things to do. Plus the TAs are always trying to get done with you as quickly as possible to hurry onto the next student. Several times, they barely answered my question and abruptly left, so I had to get in line again and wait another 30mins. Very frustrating.
	They were very helpful
	Many TA's seemed like they wanted to rush through talking to my partner and I during office hours in Thorton (understandably, there are a million people), but everyone was knowledgable and helpful. Matt and Casey were exceptional in Lab and at office hours.
	I felt they were very approachable and always helped with whatever problems I was struggling with in my assignments.
	The TAs were lifesavers for the homework assignments! They were an invaluable resource, and helped me understand the material so much!
	The TAs were awesome!
	They were very patient and so helpful
	dan was cool.
	Nope
	Some TAs do not hlep well.
	none
	Dan, Hunter, and Jim where a breath of fresh air in terms of TA's. They were helpful clear and didn't take themselves too seriously.
	They were very good.
	They're so funny! However, it was very hard to get their help when the queue was so long. We had to wait a really long time when we went to TA office hours.
	It is really counterproductive to fill a room with 100 students who all need the TA's at one time. I would wait for hours until a TA could help me and they would either spend 40 minutes helping me or as little as 5 minutes.
	They were overall very helpful and friendly people. A great resource to have and they ability to grade the tests incredibly quickly was impressive.
	Although I never used the TA office hours, I did find a lot of help on the Piazza Message Boards, and I believe that the TAs put a lot of effort into staying on top of the questions posted there.
	N/A
	Thanks dudes. And dudette.
	I was in section 105, I don't remember his name, but there were three TAs, one female and two male. The larger of the two males was a great TA, very helpful, and very good at explaining concepts.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Casey's a cutie
	Dan, John and Hunter were extremely helpful, the others were just OK in office hours.
	Courtney is the greatest TA ever. She is so nice, sweet, and she really knows CS well
	Kevin was a big help, Hunter is very loud (also very helpful)
	They really knew their stuff and could explain things well!
	The TAs were all knowledgeable and helpful.
	John Murdock is the best TA I've ever had at UVA. What a guy. Hunter is great too. Hunter should shave his beard more often though.
	TAs were awesome.
	Jim is the man.
	Very helpful with apparent interest in helping us succeed.
	No.
	Kelvin is great!!
	They are very vague and do not actually now how to do all the programs themselves.
	For the most part all of the TAs were helpful and were a huge assistance during the later homework sets.
	they made us cookies. that was nice.
	Sometimes I felt like they forgot that not everyone knew what was going on and were almost too quick to get annoyed with the newer students to the subject.
	Most of the TAs were very knowledgeable but sometimes in a lab they would suggest very different ways of doing things which was confusing. It might be helpful if they collaborated a bit more.
	Office hours were good. Labs were horrible. My two TAs never got around to everyone before lab was over. It's been at least two or three weeks since I last received help when I needed it in lab.
	They were good. Dan and that big guy with the deep voice can be a bit condescending at times. The younger TAs were much nicer and helpful at the same time.
	Kevin was great.
	The TAs for this course were simply fantastic. They were both very helpful and very nice.
	I thought the TA's were very helpful on certain assignments that we were stuck on and helped me improve my coding. The only problem was office hours were really crowded before an assignment was due.
	nope, I liked the TA's :)they were all very knowledgeable and helpful!
	nope
	They're all fantastic and should be paid.
	Probably need more TAs to help out more during labs
	I think the TAs did an excellent job of "teaching" the material in that they made us work through the steps rather than giving us everything we needed.
	I attended office hours once and waited around for over an hour and no one was there.
	Stephanie was great
	They were really great during lab, and helped me understand where/when I was having issues with my code).
	TAs were so helpful!!! I doubt if there are any other departments in UVa with such helpful TA's who help students kindly and helpfully during regular office hours at Thornton Stacks or through Piazza. I really liked the support system for this class through TA's and I'm encouraging a lot of my friends who are interested in taking CS but are scared to definitely take this course, telling them that there are great support systems available for them.
	Casey was very helpful and even tutored me individually.
	They are simply helpful.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	None Most of the TA's were extremely helpful but office hours took a ridiculously long amount of time waiting on the line. Also a few of the TAs really did not know what they were doing. More TAs need to be available during prime hours especially during the semester when students are working on Homeworks 4, 5, and 6. The wait to recieve help is often way too long and a waste of time. not enough per lab! None. All of them were extremely helpful and nice I thought Matt Pearson-Beck did a really good job as the semester went on. His advice became more and more clear over time. TAs were helpful when you could get them on the Que no. no. No The TA's had a really hard time getting to all the students who needed help, but they did pretty well for the way office hours were set up. I didn't work with them often but they were very helpful in lab. They were great all of them. They were really helpful. They were very nice and helpful Casey and Matt were my TAs. They were wonderful and explained things very well. They helped but did not do the work for us so we still learned. Jim and Steph were also extremely helpful. Some TA's were more helpful than others. I avoided some office hours because the TA was unhelpful. the TAs are BAMFs They all seemed to be pretty good. I rarely ever went in to see them, but everybody seemed to think their office hours were very useful. I never really used them Matt and Casey are awesome! I think that the backbone of this class is having good TA's that will take the time to help students take what we learn in class and put it into practice. There were some incredible stellar TAs, and then some that had a difficult time making the jump from their understanding of CS down to the beginning level. It was obvious that they all knew what they were talking about, but some were significantly better at explaining things than others. Some (definitely not all of them) tend to be vague when answering questions. When working with novice programmers, the TA's should realize that we sometimes need to be walked through things slowly and would benefit more from direct advice instead of Socratic responses that do not actually tell you anything (and have more than once led me in the wrong direction, wasting time in the process). The system was structured well during office hours, but the TAs should spend less time on each group to get to more people. A lot of my understanding in the class is because of how helpful the TA's were during office hours. Many times this semester, they have helped me see the light at the end of a confusing tunnel.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

15. 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)
162	4.43	0.60	79 (48.77%)	74 (45.68%)	9 (5.56%)	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)
1569	4.22	0.83	642 (40.92%)	714 (45.51%)	149 (9.50%)	39 (2.49%)	23 (1.47%)	2 (0.13%)

16. 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)
163	4.51	0.70	97 (59.51%)	54 (33.13%)	7 (4.29%)	4 (2.45%)	0 (0.00%)	1 (0.61%)

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)
1597	4.24	0.93	732 (45.84%)	571 (35.75%)	137 (8.58%)	67 (4.20%)	30 (1.88%)	60 (3.76%)

17. 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)
163	4.17	0.99	74 (45.40%)	62 (38.04%)	11 (6.75%)	13 (7.98%)	3 (1.84%)	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)
1583	4.01	1.04	575 (36.32%)	688 (43.46%)	146 (9.22%)	112 (7.08%)	62 (3.92%)	0 (0.00%)

18. 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)
161	4.48	0.69	91 (56.52%)	60 (37.27%)	6 (3.73%)	4 (2.48%)	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)
1580	4.10	1.00	640 (40.51%)	588 (37.22%)	188 (11.90%)	89 (5.63%)	40 (2.53%)	35 (2.22%)

19. 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)
162	3.48	1.21	35 (21.60%)	47 (29.01%)	37 (22.84%)	20 (12.35%)	12 (7.41%)	11 (6.79%)

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)
1580	3.38	1.15	236 (14.94%)	467 (29.56%)	384 (24.30%)	193 (12.22%)	109 (6.90%)	191 (12.09%)

~ QUESTIONS AND DETAILS ~ | *~ ANSWER MATRICES ~*

20. 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)
163	4.42	0.77	88 (53.99%)	62 (38.04%)	7 (4.29%)	5 (3.07%)	1 (0.61%)	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)
1595	4.14	0.93	627 (39.31%)	673 (42.19%)	139 (8.71%)	89 (5.58%)	29 (1.82%)	38 (2.38%)

21. 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)
163	4.83	0.39	136 (83.44%)	26 (15.95%)	1 (0.61%)	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)
1596	4.50	0.74	942 (59.02%)	488 (30.58%)	81 (5.08%)	19 (1.19%)	15 (0.94%)	51 (3.20%)

22. 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)
162	4.73	0.53	125 (77.16%)	32 (19.75%)	4 (2.47%)	1 (0.62%)	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)
1596	4.48	0.70	886 (55.51%)	544 (34.09%)	82 (5.14%)	20 (1.25%)	8 (0.50%)	56 (3.51%)

23. 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)
164	3.66	1.14	27 (16.46%)	27 (16.46%)	28 (17.07%)	8 (4.88%)	5 (3.05%)	69 (42.07%)

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)
1584	3.65	1.13	262 (16.54%)	343 (21.65%)	273 (17.23%)	78 (4.92%)	64 (4.04%)	564 (35.61%)

24. 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)
163	4.28	0.80	72 (44.17%)	70 (42.94%)	17 (10.43%)	2 (1.23%)	2 (1.23%)	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)
1597	4.01	1.01	560 (35.07%)	658 (41.20%)	196 (12.27%)	102 (6.39%)	48 (3.01%)	33 (2.07%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

25. 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)
164	4.54	0.61	96 (58.54%)	62 (37.80%)	4 (2.44%)	2 (1.22%)	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)
1596	4.38	0.77	783 (49.06%)	605 (37.91%)	105 (6.58%)	24 (1.50%)	17 (1.07%)	62 (3.88%)

26. 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)
163	4.67	0.54	114 (69.94%)	45 (27.61%)	3 (1.84%)	1 (0.61%)	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)
1588	4.32	0.86	781 (49.18%)	530 (33.38%)	141 (8.88%)	46 (2.90%)	19 (1.20%)	71 (4.47%)

27. 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)
165	6 (3.64%)	51 (30.91%)	73 (44.24%)	28 (16.97%)	7 (4.24%)

Results for SEAS, 1000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
1584	125 (7.89%)	598 (37.75%)	620 (39.14%)	174 (10.98%)	67 (4.23%)

28. 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)
163	4.47	0.73	96 (58.90%)	52 (31.90%)	11 (6.75%)	4 (2.45%)	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)
1575	4.03	1.08	638 (40.51%)	577 (36.63%)	194 (12.32%)	101 (6.41%)	65 (4.13%)

29. 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)
162	4.41	0.89	99 (61.11%)	41 (25.31%)	14 (8.64%)	6 (3.70%)	2 (1.23%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1578	3.95	1.19	660 (41.83%)	497 (31.50%)	205 (12.99%)	117 (7.41%)	99 (6.27%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

30. 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)
164	4.55	0.57	96 (58.54%)	62 (37.80%)	6 (3.66%)	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)
1593	4.28	0.79	700 (43.94%)	702 (44.07%)	142 (8.91%)	34 (2.13%)	15 (0.94%)

31. 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)
165	4.19	0.80	65 (39.39%)	72 (43.64%)	22 (13.33%)	6 (3.64%)	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)
1600	4.09	0.93	617 (38.56%)	627 (39.19%)	262 (16.38%)	67 (4.19%)	27 (1.69%)

32. 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)
165	4.52	0.72	103 (62.42%)	50 (30.30%)	7 (4.24%)	5 (3.03%)	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)
1604	4.21	0.94	752 (46.88%)	572 (35.66%)	184 (11.47%)	64 (3.99%)	32 (2.00%)

33. 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
88	*See below for Individual Results*

make video podcasts

Sherriff can be a bit condescending at times too. But he is a good teacher.

The professor made the course worthwhile. I love doing the chases!

As a non-CS student without a CS background, I would have benefitted from a stronger focus on the 'language' of coding. A more concrete list of words, commands, and syntax structures (ex. "ArrayList<String>... is the line that makes an Array List") would have been SUPREMELY helpful. I struggled through homework assignments because I understood the concepts thoroughly, but was unprepared in terms of how to express my ideas in code. Just as a Spanish class would have a list of vocab, CS 1110 would have been a much richer experience if I had a guide to memorizing the 'vocab' of Java. Otherwise, I am grateful as a College student to have had the opportunity to learn about a subject completely foreign to my main area of study.

Way to time consuming and difficult for their not to be a curve at the end of the semester. Also the TA's in this course are not qualified to be TA's as they do not now how to do some of the problems and some do not now English well enough to explain things to students.

well taught!

It is useful.

The homework assignments were way too complicated and long for an intro class. It would have been much better to have daily assignments with smaller problems.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	This class was very hard
	The course should be entirely project (HW) based. I felt that the tests were not effective in testing programming and the gaps in HW caused by them were actually a detriment to my learning programming. Also, it seems counterintuitive to test hand written computer "science" because such an integral part of science is testing and retesting your results, which you cannot do on a handwritten test. Lastly, I believe there should be a little more time, or at least some leeway, on the test time limit. Harassing someone for their test when they are trying to finish up isn't good for anyone.
	Great course!
	Although I am not going to major or minor in CS, I still find this class very useful to me. I have learned a lot of basic knowledge about Java
	Though some of the content, such as the fractals lectures, I feel were disconnected from the rest of the course content, this was a fantastic course.
	I am not particularly good at Computer Science programming but this class was one of my favorites, mainly because of Professor Sherriff. His lectures are interesting and easy to follow, and he also seems to enjoy teaching and that helps students enjoy learning.
	This class should be four credits since there is a lab and a lot of time is spent outside of class doing the homework assignments. It sometimes seemed to move a little too fast as well.
	Sherriff is definitely one of the few teachers I see as an effective teacher. He uses several different methods of teaching instead of just the traditional lecture.
	This was the most enjoyable class I took this semester.
	The lectures were not as helpful as it should've been. I felt clueless a lot of time approaching homeworks and labs.
	Sherriff is a boss! He knows what he's teaching and he genuine enjoys it. The best professor and the coolest guy! He makes me wish i was a CS major! :)
	I really learned a lot throughout the semester.
	Sherriff is a really great professor. He always makes himself available and always knows exactly what he's talking about. This class definitely makes you think and work, but it was awesome.
	I thought the grading was very fair and I appreciated that because as a rather illogically-thinking person, I struggled quite a bit with a few CS concepts. However, I wish Sherriff would slow down just a bit.
	I thought I would hate CS, I don't now. I still don't want to take more, but this year went well
	Great course. Great foundation
	The lectures are great
	As my first introduction to any programming, this was a great course. Mark Sherriff was a very capable teacher and I can see why people who wouldn't have considered majoring in CS would have changed their mind after taking his course.
	Even though the course is named Introduction to Programming and Professor Sherriff said everything would cater to everyone's backgrounds, I felt extremely left out throughout the first half of the semester, which made the second semester even harder. I had absolutely no programming experience, and I felt like a lot of information was just expected to be common knowledge and didn't need explanation. The class is supposed to be entry level, however, so I don't think that should have happened. Overall, though, it was a useful course and I learned a lot.
	Effective teacher.
	Very hard class but I learned a lot and enjoyed it overall. Still I felt like I could have done better with more time for the amount of subject matter we had to cover
	Professor Sherriff was awesome! He was always very organized and made class enjoyable. I feel very good about the skills that I have learned in this class. Although it is an introductory course, I feel like we learned quite a bit. I would have liked to do a little more with learning to export/import Eclipse files in a way that I feel prepared to share my new knowledge. I also would have liked just a bit of an introduction to other languages to put it all in context. Overall a great class, professor, TAs, and structure!
	This course was thoroughly developed and executed well, considering the massive size. Being a second semester 4th year majoring in Commerce, I found that it was tailored a bit towards 1st year E-schoolers, but that was to be expected and I think appropriately so. The only logistical item I could comment on, is perhaps to move the due date of the Quizzes from Sunday to Monday night. That way, the professor can remind students to take it. I missed several quizzes (due to my own inattention, yes, but also) because I got wrapped up in the weekend.
	It was a great course. A creative extra credit project could be a cool idea especially since it's so easy to lose points for little things especially early on.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Sherriff was a great teacher. I enjoyed the class.
	Professor Sherriff was incredibly engaging and made (what is in my opinion) a boring subject actually kind of cool. CS is simply not my strong point, but I enjoyed the enthusiasm that he exhibited during class.
	The book should be optional. I didnt buy it, but of the people I know who did, only one used it and said it didnt really help him.
	Sherriff is the best!!!!!!!!!!
	Great class but it is hard
	I am so glad that I got to take this course with Professor Sherriff and his wonderful TA's. I haven't had any programming experience before taking this course (I attempted to learn Visual Basics on my own when I was in elementary school, but gave up because the manuals seemed so boring and cryptic) and was honestly somewhat nervous and had the preconception that CS is very dry and boring and confusing (confusing part is sometimes true, but this course treat that confusing part as the fun part). Now, I just feel so exhilarated and passionate about CS, that I decided to pursue Computer Engineering major (I honestly did not know which engineering major I should pursue, or if I should transfer to college). and I think this enthusiasm about CS that is implanted in me has a lot to do with how Professor Sherriff taught the course. Considering the topics we learned in this course, this course COULD'VE been very dry, boring, and cryptic. But Professor Sherriff made learning those stuff all like fun games. It was like constant puzzle solving on our own with great help system, and so even though I had to invest a lot of time in this course, I enjoyed every bit of it. The homework that Professor Sherriff designs are very fun and mind blowing (like verifying credit card numbers, zombie games, image manipulation, Lou's List Course scheduler, caesar decipher...etc.) and really is a good practice to absorb the knowledge he teaches. He lectures were very helpful and useful, that I didn't even have to resort to reading textbook (except before the exams to brush off on definitions of certain words) that much. I very much appreciate his enthusiasm (and metaphoric activities he uses to teach us a confusing concept in an easy way) in the class (even though many of us were too tired in 3PM to reciprocate his enthusiasm. Hope you understand, Professor Sherriff!) during lectures. I hope I could have Professor Sherriff as my CS instructor all year long. It's been a great pleasure to be in this course. Easily one of the best courses UVa offers.
	Professor Sherriff was an engaging and relatable teacher and he made learning coding fun and challenging. This was a great introductory course, as I was never at a point where I had no idea what to do, yet I didn't understand everything immediately, given my lack of previous exposure to computer science.
	I really enjoyed this course. Unfortunately, due to my other classes I was not able to devote as much time to this as I would have liked. Lou's list was so hard and not enjoyable, because I felt like there was almost too much backbone coding.
	Nothing really, it was a good class, though really easy (not necessarily a bad thing!)
	One of the best teachers I have had so far, I want to make a clear note that if anyone rates this Professor poorly that it stems from a lack of preparation on the student's part not the Professor, since Professor Sheriff could not have laid out his class more openly for us. The layout and availability of material offered in several forms was spectacular, and help was always available as well. Dates were put out well in advance and even the grading was unbiased and straightforward. I loved this class it was wonderful!
	Among the top of the professors I had this year. It is obvious of his passion for Computer Science, and that shows when he teaches. Overall, an awesome teacher: he teaches with a variety of examples, is friendly, and makes the class fun and interesting. Very good with teaching an auditorium and make it feel like a classroom.
	Interesting course, good teaching, computer science just doesn't interest me too much.
	CS 1110 was a great experience and I recommend it to any non Engineering students who would like to diversify their skill set.
	This class was incredibly fun and interesting, and although I won't have the time in my schedule for my major to take any other programming classes here, I will definitely keep learning programming in my free time.
	The credit hours (3) are insufficient to account for the time required to meet the course objectives. The lab (which is an hour and fifteen minutes) should be given 1 credit hour or CS1110 as a whole should be bumped to 4 credits to make up for the disparity.
	I thought that Prof. Sherriff did a great job at teaching this course. He made a fairly difficult and initially abstract subject very easy to understand by breaking it up into simple, logical concepts. He was fun, funny and made the class interesting and engaging. This class was one I could look forward to each week. He also taught us a variety of things that really introduced us to some different aspects of computer programming. However, the one part of the course that I thought was taught somewhat poorly (and I've heard this is common across all introduction professors, not just Prof. Sherriff), was the introduction of the concept of classes. I thought that we were just thrown into class and method creation without having a good explanation of what a class/object was, and how methods functioned. For people who hadn't taken a CS class before, they had to figure it out by doing Homework 4. Other than this section, I thought the class was excellent. 4.5/5

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Professor Sheriff is a really good lecturer. When he lectures he's definitely a nice guy. However, talking to him in private he seemed very cold and non-approachable. His attitude definitely discouraged me from wanting to talk to him, and made me less likely to look into a CS minor/major. Also, his lecture notes were not very good. He just kind of skipped through them quickly, but since he didn't test us on these it was fine. Overall he was a good professor, but quite honestly I don't think he was as great as many of the others say.
	The course was interesting at times but some assignments were extremely laborious. The pace was good for the majority of the semester. There was not a good transition from the really easy material to the more complex material. The jump in difficulty was rather abrupt.
	It was extremely challenging for someone who had taken AP Computer Science in high school so for people with no programming experience, this was way too much of a challenge. Instead of applying our knowledge, homework was a stressful way to learn the knowledge. Not really my style but I enjoyed making successful programs.
	The jump from Homework 3 to 4 was wayyyyy too big. Rather than actually coding, I felt like I was merely just filling in the blanks
	My favorite course so far at UVA.
	I liked Professor Sherriff. He was able to teach the topics pretty well throughout the course. The homework assignments were challenging but greatly helped my understanding of the topics. I would definitely take another class with Sherriff.
	This course was very interesting and so much fun! I ended up choosing to be a CS major because I enjoyed the course so much. It is the perfect mixture of fun and work.
	I noticed the pace of the class was pretty quick. It was a good review class for me since I took a comp sci course last year in high school. I think I would've found the class difficult to keep up with if I didn't have any past experience in coding.
	CS 1110 is a difficult course, but Sherriff made it fun.
	To Prof. Sherriff: I realize there's a lot of us to deal with, but we're still just beginners at CS (for the most part, anyway). It's not entirely our fault if we don't know what we're doing wrong (well, maybe, depending on what it is) on the homework, or don't understand something you're trying to explain. Please don't get upset/impatient with us during office hours?
	Great!!
	Great teacher, however, it would help a lot if he could slow down during lectures when teaching and coding.
	This course sparked in me a new-found passion for learning.
	I thought that the homework with the Lou's List was a bit ridiculous. It was badly organized and unnecessarily stressful and I learned very little. Professor Sherriff is great though! I recommend him to fellow students.
	I really enjoyed this class and am now considering a CS double major or minor.
	Great class
	Mark Sherriff rulz
	Professor Sherriff is really engaging, which makes learning CS a lot more fun and less tedious. By using chases and games to explain concepts, it assures that students are more likely to remember the information in the future.
	Thank you.
	Mark Sherriff is one of the best teachers I have had here at UVA. He tuahgt well in class, and I really did learn a lot.
	Didn't Like partner coding, everything else was good. I liked this class.
	Phenomenal class
	I believe this is a good course, but I have had trouble with in class understanding over the semester. This is mostly just because the big lecture setting has been tough having absolutely no coding experience whatsoever. Overall, it was a good course, but I just didn't like the big lecture setting.
	Great course, highly recommended.
	The beginning of the course was difficult because I had zero prior experience but towards the end everything started to click. This was a worthwhile course.
	for the grading of the longer home works, it would be nice to receive partial credit for the methods written even if they don't work. I spent hours on an algorithm, turns out i missed a minute detail then was docked 10 of 25 points because i used it in 2 methods,

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Great class, great teacher. I was astounded by how well organized and run the class was, from all of the online resources to same-day grading of tests. Best run class at UVA. Also the class I've learned the most in
	This course was very well organized overall and was an enjoyable class. In high school, I took AP Computer Science and did not enjoy it at all, but after taking this class, I understood much more of the material than i did previously. Although I am not considering majoring or minoring in CS, I would recommend this class to other students because computer science is the basis for many things, and to have a basic understanding of it is very important.
	The instructor has zero patience and it can be intimidating for a student with no prior knowledge in programming. The instructor's mood varied from day to day, which made it ineffective sometimes to ask questions. Overall, the homework assignments were hard and some TA's were helpful while others were not and even quite rude about it. Not everyone is skilled at programming, yet the professor made you feel dumb for asking questions.
	See the comment I wrote for the lab's evaluation
	Seemed very nice during lecture but was very hard to approach individually.
	Enjoyable course, I learned a lot.
	This was a great introductory course!
	This class was awesome. Too bad I'm selling my soul to the Comm school and can't take anymore CS classes.
	The course was far more difficult/time-consuming than justified by the number of credit hours in my opinion. It was also often very difficult to find a partner for the pair-programming, although having a partner to bounce ideas off of helped greatly. The difficultly level of lab and homework assignments varied greatly even though they were assigned the same number of points/ given the same weight.
	Awesome class.
	excellent class!!
	Sherriff was an awesome teacher. He has a captivating quality making it easy and enjoyable to pay attention and learn the material.
	Good course, learned a lot about java. Professor Sherriff was funny.
	There is nothing to say. Great teacher, excellent teaching style. It would be great if he could just associate the video to the podcast