CS 1110-001 **Introduction to Programming** - Spring 2016

ENGR (17452)

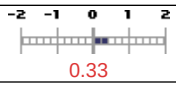
INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 203 / Enrollment: 316

Summary: CS 1110-001 Introduction to Programming - Spring 2016 (17452)

Overall Course Rating

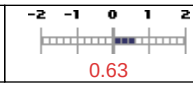
CS-1110-001 Mean 4.17
CS-1110-001 Std Dev 0.93
CS-1110-001 Response Count 1006

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 1000-level courses Mean 3.81
SEAS, 1000-level courses Std Dev 1.06
SEAS, 1000-level courses Response Count 8187

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.59
Std Dev 0.62
Response Count 1405

Difference from Category Mean, Expressed in Category Standard Deviations	

SEAS, 1000-level courses Mean 3.96
SEAS, 1000-level courses Std Dev 1.01
SEAS, 1000-level courses Response Count 16860

~ 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)
203	3.59	1.28	62 (30.54%)	55 (27.09%)	47 (23.15%)	19 (9.36%)	20 (9.85%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
203	3.59	1.28	62 (30.54%)	55 (27.09%)	47 (23.15%)	19 (9.36%)	20 (9.85%)

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)
202	4.51	0.66	119 (58.91%)	69 (34.16%)	12 (5.94%)	2 (0.99%)	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)
202	4.51	0.66	119 (58.91%)	69 (34.16%)	12 (5.94%)	2 (0.99%)	0 (0.00%)

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)
202	4.56	0.58	122 (60.40%)	71 (35.15%)	9 (4.46%)	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)
202	4.56	0.58	122 (60.40%)	71 (35.15%)	9 (4.46%)	0 (0.00%)	0 (0.00%)

~ 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)
203	3.70	0.99	45 (22.17%)	82 (40.39%)	51 (25.12%)	21 (10.34%)	4 (1.97%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
203	3.70	0.99	45 (22.17%)	82 (40.39%)	51 (25.12%)	21 (10.34%)	4 (1.97%)

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

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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
184	*See below for Individual Results*

Game project. Learn more practical skill.

Learning how to make a game was really cool because it gave me such an appreciation for all of the video games today and how complex their code must be.

N/a

Encryption because it sounds super cool, and it's important in the real world too.

Video Games - It combined many aspects of what we learned into something that was both fun and useful to create

learning how to solve the problem

Pygame, because it was the most comprehensive.

My favorite topic is image manipulation, because it combines most of the topics during the all semester, and it's much more fun.

The for loop/while loops because it was tough at first but then easy to grasp

I liked the encription.

loops because they make things easier

Game Programming. They were the most fun to work at

The game topic/project was probably my favorite aspect of the course because it gave us free reign to be creative and create something unique and tangible.

For and while loops, make coding so much easier

I enjoyed the gamebox topic because being able to have the freedom to create a game of my choice was fascinating.

I found the game project to be really fun and engaging. This was my favorite.

The game projects and material were a really fun and interesting way to apply what we had been learning the whole semester.

My favorite part of the course was opening files and manipulating files. I could see the correlation between computer science and other fields such as statistics

Coding

Encryption, I find that stuff interesting, the POTDs were fun, plus the chase was fun (we got 3rd!)

I think my favorite topic was functions because I learned the most out of it.

Reading files was my favorite because I think it will be the most useful to me in the future.

N/A

Creating games. It was fun.

I enjoyed learning about .csv files and manipulating files from the internet.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	-
	animation was cool
	Functions
	I liked gamebox because I thought it was the easiest to understand.
	The game unit was the most interesting because I felt it was the most applicable to the real world.
	luo's list because it provided a very useful technique that can be used practically to sort through data--it is an important skill to have
	I personally believe my favorite topic was the loops, for and while loops, because I just found the idea very interesting and useful.
	I liked the beginning basic lectures because they were much easier to follow in class.
	Gamebox because we were able to do our own thing.
	games because games
	dictionaries
	The gaming, because you could play it.
	Building a game because games are fun and it felt like putting together a puzzle to try to figure out how to make it work as I wanted it to
	Functions were fun to write. Gamebox was a fun thing to do as you get the most satisfaction from your creations.
	didn't really have one
	I really enjoyed the topic of looping and functions because I think efficiency is an inherently amazing thing about computer science, and the logic behind it is applicable to other aspects of life. In essence I think that it is cool to see how we can condense things to make then easier.
	The scavenger hunt
	My favorite topic in this course was gamebox because I enjoyed making video games.
	I thoroughly enjoyed the game development portion that used pygame, as it allowed me to create programs that looked professional in the sense that it created an output that one could manipulate via a continuously running program,
	I really liked the data parsing from the Internet because I feel like even if I'm not a computer science major I could use this in the future for research.
	Honestly, I enjoyed a lot of lectures from this course. I don't have a favorite per se, but I really enjoyed those where we learned to code with gamebox, how to manipulate images, and tinker with online data. The gamebox lectures were just fun. Manipulating images was also fun but are also practical and cleared some misconceptions I had about image files. Manipulating data from/in files and from online is just really cool but also practical.
	My favorite topic was encryption because it was interesting and I can see myself using it in the future. It also helped me in another class, ECE 2066.
	programming
	I thought encryption was pretty cool just because personally I like cracking codes (and the scavenger hunt was a great lecture). I found most topics interesting and empowering in that it brought many capabilities within my scope even as a novice programmer. I also actually found the lecture on computer hardware pretty interesting even though I was familiar with the topic beforehand.
	Image manipulation because it was really cool to see all the stuff you can do to images with simple code.
	I really enjoyed learning regular expressions because they clearly have very useful applications.
	Encrypting files
	My favorite topic was learning how to create games through python.
	I really enjoyed making a game because it was fun to be creative but also use coding.
	The Encryption Chase Day. It was very fun to go out on a nice day around the lawn while doing CS.
	The game project was by far the most fun part of the course, however I think that all of the topics were interesting and helpful in learning python.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The encryption lecture, because it introduced a new topic in a fun and engaging manner.
	game project/pygame in general was very interesting
	game project I love it since my partener and I could actually build a game of our own.
	Game. Because designing my own game is cool.
	I really like the part of making your own games.
	My favorite topic in this course was image manipulation because I never thought about all the code that went into seemingly simple changes to a picture.
	Gaming, because it was fun!
	turtle, because it has a cute name and you can do pretty amazing things with it
	The topic about gaming, as it was an application of the culmination of topics
	Loops
	The lecture where we went outside and had to go around grounds and decode messages at specific locations was a particularly fun day.
	Games, funnest topic to learn, most enjoyable
	Image manipulation
	Image manipulation
	Talking about the 'under the hood' elements of a computer. I have taken CS classes before and even worked on several of my family's old computers, but it was nice learning more specifically about memory.
	gamebox was fun to play around with
	The game project was the most fun!
	I liked looking into encryption mainly because it was something interesting and different to dive into.
	Functions because I felt like it was the most useful
	Regular expressions and how powerful they are
	the game unit, it was fun and gave us a nice physical output to play
	Learning to use loops to more effectively solve problems was great.
	I liked the topic of game development because it showed how programming can be applied to something fun and simple, such as pong. It was also interesting to see how coding applied to physics of games and how they run.
	developing a game because it was interesting to see how coding could produce a game
	My favorite topic in this course was learning how to interpret .csv files because these are the files that people commonly face in the real world.
	I like the earlier part, the part before midterm 1. Even though we were just learning the basic programming at that time, I felt like it really helped me to build up my logic thinking. Those materials really helped me a lot in understanding the later materials.
	I really enjoyed gamebox, as we used previous concepts in order to create code that is entertaining.
	All of them. I had fun in learning for the entire semester.
	I didn't have a particular favorite.
	I loved almost every topic, but the game project/gamebox was my favorite because it was extremely fun and made me feel confident about my coding abilities.
	Pygame because it showed how coding can be synthesized into everyday activities/showed us the mechanics of a game.
	I really liked the stuff where we read through text files and drew out stuff.
	gamebox
	coding

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Image processing because I was not able to do this topic in my high school computer science class. I have really enjoyed the video game programming we have been doing as the semester ends. It has helped reinforced a lot of the basic things we have learned in a fun way that I actually enjoy working on. game It was a rewarding experience getting to design a game because it allowed us to use everything we learned and our own creativity to come up with something I once thought was unfathomable. I enjoyed the game project the most because it was a very good way of combining a lot of what we learned throughout the semester into one broad topic. That and it was fun! I like the game Designing functions and reading data files Encryption and loop. Because these two build fundamental algorithms and are important in cs I really liked learning about the basic decision making structures like for and while loops because it was obvious that they would be hugely important as the course continued, and because their logic seemed easy to follow. Making the game, it was fun Turtle My favorite was the encryption chase because it was really hands on. The encryption section was a lot of fun Data manipulation by stripping data from webpages because it seems like a very applicable skill for future use. Functions, since I found them very useful and hope to be able to apply that knowledge in future CS classes CSV Data Manipulation and Functions - Very practical use in the real world Pygame - It was cool to show my friends and family something I created Functions, because I think they are an extremely useful way to make code more legible. Also they're fun--they have the word fun in them! reading csv files because it was the most useful for other subjects like statistics The game project was interesting to do since it was something we build from scratch. Pygame is my fav cuz i can code games! Fun! The game project Game project - allowed me to express my creativity in addition to programming turtle drawing, even though it did not work out too well in the end for our team, it is fun as a starter. Loops because they made sense and were widely usable Encryption, because I have a firm grasp of logic and reasoning. If statements game making because it was a chance to show my creative side and it was a lot more fun to program. I enjoyed several lectures throughout the course. I really enjoyed the first lecture with the paper airplanes. Very interactive. Also, I liked the lectures on Looping and Decisions. The lectures were easy to understand and the professors teaching method helped a lot to understand the material. I enjoyed the gamebox project because I'm interested in game design. I enjoyed the game project. game project It's so much fun to design games on our own. I liked talking about vignere codes I liked the lectures where we did regex/ word parsing and found words from each presidential candidate/ world health statistics

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I thought it was really interesting when we went over the parts of the computer. That was something I wasn't familiar with before but I think it is really important to have a basic understanding of the parts of a computer.
	Boolean logic and loops, I like modeling
	I really enjoyed the game making lectures
	Problem solving
	My favorite topic was definitely the game topic because it allowed a lot of creativity.
	Games
	Reading/Writing to file, and Gambox. image manipulation was useful but I did not grasp it as well. (although the only time I missed a class was the first day of image manipulation. Although listening to the online podcast helped.)
	Under the hood
	Gamebox because it was funny and gave instant gratification when it works properly
	Loops; the were easy to understand and I liked the logic behind them
	I liked it all
	Gambox-though much of this trying to understand how to program a game was a trial and error process, I was learning the material better.
	Gamebox
	Gamebox
	Learning about different data types and how they're used was the most interesting and enlightening part of this course.
	Gamebox because we can make games.
	creating games
	Gamebox was a fun lesson. We got to be creative and make our own games while learning a lot about CS. It introduced to a little more technical programming and really helped me understand how to use a library effectively.
	turtle
	Image manipulation because it was very interesting to see how filters work
	pygame because you can create a game
	I liked learning about loops because they make your code so much more condensed.
	Dictionaries because they have such a wide use.
	game project was fun to actually make something, never would have thought that was possible for me to do last semester.
	I liked learning about regular regressions. It was fun to figure out the patterns.
	keywords finding from a text page, which is very practical and makes me feel very good about myself
	Gaming
	Gaming
	The lecture on computer hardware was my favorite because That kind of stuff is what really got me interested in electrical engineering.
	Learning how to parse through data was the most interesting topic to me because of how useful it seems in a variety of situations.
	Game Project, it was fun, interesting, and educational
	Python
	Application of code outside the code itself, such as to text files. It gave me an understanding of the application of code in a more real life setting.
	When we were learning all the basics of CS

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	hello world- that was the first thing I have ever coded so that was so cool to me that I made the computer talk back Functions, because they are really helpful and fun game because it was very fun functions I really liked doing the game project because it was fun to create something that we could actually play and use Encoding, cuz it's fun I really enjoyed gamebox and the game creation portion of the class. I think I enjoyed this most because creating a game only requires logic statements and prior class knowledge to create. Gamebox. Making the games was one peak of the class The Game Project was my favorite topic because after I learned the basic format of the game, I was able to experiment and really felt like I was developing a code from scratch. pygame/gamebox GAMEBOX and GAMES!!!!!!!!!!!!!!! The website readings because it was useful material and good to learn. making the games was fun I liked the general homework setup of taking in inputs and generating a desired output. Reading files/web addresses and doing things with the extracted data. Just seemed very relevant to real world application and considering that we got this far in an introductory CS course was pretty great in my eyes. The Chase! It was a fantastic trip on the lawn and great experience in the world of encryption. Encryption scavenger hunt, because I like solving puzzles and riddles. And we got to go outside and see the Rotunda on a nice day. Encryption, due to its puzzle-like nature Making the final video game and putting our learned skills into practice. My favorite topic was pygame and being able to make our own games. It made the coding part of it more entertaining to learn and it was nice to be able to play it after coding. Overall, it was nice seeing it all come together. First few ones Making Games because it's an enjoyable topic. It's applicable to what we as students would want to do if we ever wanted to pursue making an app or a fun side project. for loops are fun and so so useful, i feel silly now that i ever didnt understand them also the game is really fun encryption, it seemed applicable to daily life Loops because of its usefulness and ease. My favorite topic was learning about the gamebox. I really enjoyed creating a video game. encoding I liked the chase a lot, it was a fun process and I learnt a lot.
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: 184 Individual Answers: *See below for Individual Results*
	the simple problem solving seemed like something i can use everyday Writing my own programming functions, I feel, is an extremely useful skill.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think that the basic POTDs that we completed toward the start of the semester will be very useful in the future. As a non-CS major, it is really great to have an understanding of how to develop any basic program to help speed up processes for other work/subject area.
	Having declared as a CS major, I think I will find the basic programming topics most useful.
	Interpreting data files because there are data files literally everywhere in the world.
	N/a
	functions/algorithms
	Pulling files off the internet and searching through the information to find useful data will be very useful in the future.
	The lecture on harvesting email and data seems the most relevant.
	The data parsing techniques.
	Maybe the picture editing lectures
	I think the under the hood lectures were really useful because it's good to know more than just programming
	Since I am not planning on majoring/minoring in CS, for me the most applicable topic was creating programs that can scan through documents and find information within them, as I could see myself using something similar to this in the future.
	everything in python.
	algorithm, while/for loop, decisions, almost everything
	Loops, etc. The foundations of programming
	The lectures covered by Midterm 1 will definitely all be useful in the future because they lay the foundation for learning about Computer Science. The basic principles I learned and continue to learn will help with mastering coding and learning new languages along the way.
	How to code
	Creating functions
	I think the most useful topic was the image manipulation lecture.
	Data reading and sorting.
	N/A
	for and while loops
	I think being able to read code and understand what it does will be the most useful in the future. I do not plan on coding myself in the future but I can see myself working with other individuals who do.
	-
	-
	Reading/Writing to a file, Gamebox, and beautiful soup. although I do not really now how to fully use beautiful soup.
	Functions
	Functions
	Functions
	Functions
	After the second exam, I feel like we have covered very little information that was interesting. The game project seemed to be a bit hard since we have not used gamebox before in lecture.
	learning the concept of how computers work in general
	Loops. Loops come up allllll the time and it is crucial for programmers to nail this topic in order to succeed in the future.
	N'a

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think the topic of image manipulation will be useful, as I want to do something on the side with graphic design.
	Reading files and searching through them (for example, with regular expressions) was very useful. I actually used my program that I wrote for a homework assignment (finding emails) to help with a project for another class.
	I will most likely find the topic of reading the web.
	I don't think there's anything specific I will use in the future, as I will be doing chemical engineering. However, I still enjoyed the course and think the general concepts of programming will be helpful in the future.
	I think a lot of the intro basic ones
	Again, probably the lectures in which we learned about looping.
	Development of search functions and importing documents.
	The pycharm. The for loop
	iteration -- can use this to do small tasks in a wide variety of fields to save time
	I think the code that we did with data analysis is really useful. The programs we learned can really help to make the analyzing process faster, and I think these programs can be used in every day work in our future.
	Understanding how mass email lists are built
	Regular Expressions
	The entire class is a class that will most likely become essential to know.
	If else, function
	loops
	loops
	loops
	I think the most useful lecture is learning how to manipulate data sets from/in files and from online. I really liked applying the functions we create to help us sort through the data. Doing this also helped me understand my functions.
	The lecture about computer parts and how a computer works.
	All the topics we learned were useful to teaching the fundamental topics in computer science.
	I think I will find the general logic of loops and the defining of functions and methods most useful.
	I think that loops and functions will be useful in the future when I do more programming
	CSV Manipulation and Functions
	The html parsing and basic skills that can be applied to web development
	Process of programming defining variables and making statements
	The regular expressions
	Using lists and regular expressions
	Critical skills to code
	The beginning basic lectures because they permit me to do simple programming, which is all the knowledge I will hopefully need.
	File/website readings and finding specific elements in large data piles.
	I cant pinpoint one more relevant than the others Perhaps the courses about image manipulation? I do have an interest in medical imaging so that might be useful.
	I think image manipulation is easily used everyday.
	The whole class material will be useful in the future because I now have programming experience.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The ideas about why you make functions that are easy to read (for organization, partner work, etc.) because it applies to other aspects of life for taking the time to make your work organized for future reference. Generally being able to understand and write basic code. The lecture about the components of a computer will probably be most useful, especially so I can guess what's wrong when my computer is acting up. Scanning through documents to search for and organize information potd Loops Loops The intro lectures where we learned the basics of programming the game, because it's actual usage of what we have learned to make a product csv manipulation Most useful was the one about data structures: the arrays, lists, and dictionaries as they build the backbone of coding in storing data. Regular Expressions - spamming Being able to take data from the internet and look through it, or manipulate it, or do something useful with it. I this the most useful topics from lecture will be the basic concepts of devising an algorithm because that is applicable to a wide array of topics. Manipulation of data from a file or a webpage Being able to build the basics of a program to analyze large data sets Writing functions Problem solving skills, specifically for tougher algorithms like Roman and Nim read files The topic of manipulating images and making games. regular expression, loops, functions, image manipulation coding Regex I think that loops are useful and made me a better problem solver overall. Probably writing functions and reading files. After taking this class, I am planning to major in CS, so I would say just about everything is very applicable. The essential coding units from the first major exam were the most useful because I could use that same logic to teach myself other languages. All Same answer as before loops and the "under the hood" stuff anything with reading files, websites, etc. Probably learning the different application of programming in our lives, and seeing that just with the knowledge of 1 semester of CS the applications and abilities we already have. reading csv files Learning how to do loops, lists, and dictionaries. function wrting

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	decryption
	downloading things from the web especially when explained in the context of mass emailing people
	Probably the majority of the material. I feel like all the basics will be helpful at some point
	wendy game
	luo's list--downloading information from the internet and sifting through can be very useful when doing research in any career
	Being able to write functions is has already proven useful.
	Loops, same reason. Also reading files
	open url and find specific things on the internet.
	For loops and text manipulation.
	If statements
	If statements
	not sure yet
	The Under the Hood lecture because I can apply that knowledge to my home computer usage.
	Loops, because the logic behind them seems transferrable to lots of problem solving.
	Probably the general logic used to solve problems
	The topic I'll find the most useful is probably parsing data from webpages or local files.
	To add a filter to picture.
	I think the topics about loops, strings, and lists will be the most useful in the future.
	Functions, because they have such a wide array of uses.
	All of it.
	The fundamentals/theory of programming
	Data analysis (open and reading files) will probably be the most useful from this class.
	How to take apart data and do what you want with them will probably be the most useful.
	All of them since this class taught the basics/fundamentals of programming in Python
	Problem solving
	The topic where we discussed how to critical think.
	Again, the encryption lecture, since it gave me perspective on an issue that is increasingly important within our society.
	I think the functions topic will be most useful in the future because of how effective and useful it is.
	Image manipulation I am a CG hobbyist, and image manipulation will definitely be one great asset to me.
	coding with web pages because I was able to search through documents easily
	the logical thinking
	LOOPS
	All of the regex type stuff, that required a different way of thinking about things that I probably wouldn't have gotten had I not taken this class. (I was considering trying to test out)
	Data Processing, Image Manipulation
	The parts that make you practice and learn to understand basic algorithms. Also gamebox stuff.
	Lecture on computers and what is actually useful.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I really enjoyed learning about functions. I knew a little bit about functions but was unsure of their use and how to effectively use them. It was something that I learned that is very important in CS and Sherriff explained it well.
	I think reading the web because it seems the most applicable to real world life.
	File manipulation stuff
	Learning how a computer's logic works.
	Reading websites and data extraction.
	Data manipulation
	If statements and loops
	keywords finding from a text page
	Decisions (>,<,!=,==), Also looping was good. Additionally, the main thing I got out of taking this CS course is that I now know I can use CS to solve problems I might encounter or use CS in ways I hadn't thought before.
	they all seemed important
	All of it
	Probably lectures that involve pulling information from data sets.
	Functions, see above
	Reading basic code
	being able to take data from a file or webpage and analyze it.
	I feel like loops are going to be most useful in the future.
	Data analysis / regular expressions
	Game design/ problem solving
	functions
	sorting data
	if and else statements, fundamental
	I think this whole class will be useful. I think programming is a very important skill to learn and I'm glad I took this class.
	I think the ability to read files and websites and sort datas is very useful.
	Knowing how if statements work I think will be very beneficial in the future. They are used in many programs and understanding the logic behind it is very important.
	Learning how to write functions
	I believe I will find my favorite topic, the loops, the most useful in the future for creating some simple programs.
	Funcions
	The lecture about functions.
	I think the topic about reading internet files and csv files will really be helpful.
	Loop. Because it is one of the basics.
	Parsing through different types of data.
	writing functions
	some algorithm
	I found the topic on lists, if statements, etc to be useful on homework assignments and general python usage.
	accesing files
	The beginning ones, teaching about the fundamentals, also how to use functions

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	the cyphers were cool First few ones encryption, function writing The most useful topic was probably just the general coding, being able to come up with a plan to work out a problem and then going through with it. learning about algorithms Making the computer read internet articles and search for words/topics/themes I think the general knowledge of how coding works and the idea of computer science thinking / analysis will be most useful in future. I think that url reading and file reading will be the most useful because I feel that reading webpages is an important part of coding. Opening files and websites
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: 175 Individual Answers: *See below for Individual Results*
	Even though the game was fun, it probably wouldn't be useful unless you were going into a job creating games. I would say all the topics were useful in the long run. The encryption chase was fun, but a lot of individuals just left the class because they had the freedom to explore. Despite learning a lot about encryption there wasn't a lot of stuff on the exam. Incorporating more test items involving encryption would be more useful. The first day of functions was a little rough because the TAs ran the class, and weren't as effective as getting the concepts across as Sherriff. Image manipulation was very fast and I did not understand the algorithm behind it totally. The two topics at the end (image manipulation and under the hood stuff) were important, but weren't really that interesting. Image manipulation didn't seem that useful because Photoshop and other image editors already exist for us to use. I found that the regex section was too short for the complexity of the topic, especially since we only spend one assignment on it. I did not think turtle drawing is useful in the long run. Turtle was interesting, but not very useful. not sure, most things are really useful, and it really builds up Turtle drawing, while fun, doesn't seem like it will be particularly useful in teh long run. Image manipulations photo manipulation I can't think of anything. picture algorithms regular expressions regular expressions I think the image manipulation stuff wasn't too helpful. The regular expression lecture with the online website trying to decode the information "did not work" for me. It was too confusing and I ended up just looking up how to do if from the book. Turtle was a bit stressful because although we've now learned how to do just about everything we did at the beginning of the semester, it was overwhelming. Gamebox, while being a fun project, really only gives practice with a specific API.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The first few lectures before we started coding
	I understand why image manipulation is helpful but I don't see its use in long run (in terms of how much we actually did of it).
	Image manipulation seemed pointless to me
	Beautiful soup--we barely used it and the thought process behind it to me seemed the same as regexes.
	I enjoyed all the topics
	image
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	stack/hard-drive lectures were confusing--would have preferred all the computer fundamentals lectures together and all actual coding after
	I didn't like the ones about image manipulation. did not make intuitive sense and were really confusing.
	Image manipulation was a complete waste of time. The two lectures on the topic at the end of the semester feel totally tacked on and should be removed to go more in depth about a previous topic.
	not really
	Pictures because it was very difficult to understand
	-
	I honestly dont have one specific one
	The encryption lectures were cool, but I fell behind quickly, and found no actual use for them.
	Nothing really
	can't think of any
	Not necessarily a specific lecture, but I was a little disappointed in the fact that this class was taught in Python, when the next level courses are taught in Java, which makes the transition harder for people who does not have any experience with Java.
	the later topics such as image reading and file reading have been very confusing.
	None, they were all useful
	Beautiful Soup felt very out of place since it discussing the parsing of webpages required us to mention HTML and the structure of webpages, which we weren't expected to know anything about in the long run.
	The initial turtle lectures were confusing, and added minimal long term benefit.
	The paired programming, I think, is highly dependent on who you get as your partner in terms of how beneficial it is and a lot of the times can result in lopsided partnerships where one person does the majority of the work.
	One topic that I did not find as useful was image manipulation because I would use Photoshop over Python to manipulate images.
	I don't think that the lecture about computer hardware, while very interesting to me, necessarily needs a place in this course.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Turtle drawing
	Nothing really. The small stuff built into bigger more relevant topics
	None
	None
	None
	None
	A lot of the information with respect to memory and different anachronistic technology
	none of them
	There is not really a topic that I think should be deleted from the course, but if the time is limited, I think the class "Speed, Simplicity, Correctness" is not that necessary.
	turtle drawing, since we does not address it anymore now.
	I think the game stuff was a little bit on the less useful side, but I still enjoyed it.
	The image manipulation part of class seemed pretty useless. With all of the software already at our fingure tips, there is really no use in knowing how to do it all through code.
	gamebox isn't useful in the long term but it was enjoyable.
	the storage stuff and the hardware
	I struggled to understand encryption.
	image editing and beautiful soup
	Turtle drawing, though it was fun, it is probably not very useful in the long run
	None - almost everything we learned was important or interesting.
	image manipulation, interesting but not necessarily useful
	Personally, I don't have an interest in games or designing video games, so that subject was least useful to me.
	The class did move faster than I anticipated especially after the first exam. I had no programming experience when I started this class, so I felt like I was behind or not good at programming as some of my peers.
	I think all the lectures were useful, but there were some lectures that I honestly just did not understand.
	While some topics were more useful than others, I didn't feel as though any topics were useless.
	pixels
	n/a
	n/a
	n/a
	n/a
	Image manipulation
	Image manipulation
	I have had trouble understanding the last few lectures on images and pixels.
	I think the lecture structure did not work too well.
	how computer's work seemed a little superfluous and not that interesting
	Turtle
	Not sure that I'll ever do any image manipulation, but it was still cool to learn about.
	I thought the beautiful soup topic was kind of difficult to understand, and could've been explained much better. I do not see it being very useful in the future though.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	CSV and file opening and regex was very confusing and still is
	Encryption, Image Manipulation
	Beautiful Soup
	The lectures on Turtle did more harm than good.
	Information about how the computer actually works, unless you're someone who will be building their own computer with own parts this won't be useful and someone that passionate about computers needed more than the basics we covered in two classes
	gamebox
	Image Manipulation, much easier to do through dedicated programs rather than code.
	coding
	The topic that I thought was the least useful was probably encryption.
	I think that the encryption lectures were interesting, but not super helpful. I think if it were more focused on how encryption is used in everyday programming, it might be more applicable later.
	turtle drawing
	Dictionary. I don't know what it is
	Encryption
	Encryption
	I dont have one
	The image manipulation topics aren't as useful because that's something that I'm not interested in.
	Nothing--I thought this course was incredibly well taught and designed
	photoshop maybe? The app itself is much more advanced than pycharm codes.
	Turtle
	Turtle
	picture/hardware
	I do not think the image manipulation was as useful because you can do that on the computer or through an application much easier.
	Maybe the turtle topic or the gamebox. Everything is useful.
	more difficult image manipulation
	encryption
	encryption
	Beautiful soup.
	none
	none
	none
	none
	none
	I do not think that any topics "did not work". One could argue that gamebox is not all that useful in the long run, but it was certainly interesting to learn how to create simple games.
	Creating games. Not really useful in most fields
	image manipulation
	image manipulation
	image manipulation

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Under the Hood
	I am still kind of confused about void statement in function.
	Memory and Stack-As someone who probably will not use CS in the future, I did not really enjoy learning about the components of the computer as a whole
	Encryption was not my favorite topic and I can't picture myself using it in the future. While the chase made it a bit more entertaining, it wasn't something I was very interested in.
	Nothing comes to mind.
	I think that the turtle lectures at the beginning of the year were a little superfluous.
	image manipulation, just because I didn't get to practice it much
	Gamebox / pygame
	Encryption and decryption seemed to just be a time filler.
	-Image manipulation was cool but I don't think its as useful.
	the storage and memory and hardware stuff that we learned
	pygame
	picture/image adjustment
	image proccessing
	Enjoyed most
	Games; I don't think that I will ever find the need or desire to make a game.
	The image manipulation stuff
	Pygame lectures were fun, but I don't see myself using the skills again
	everything was very useful
	I think that image manipulation will not be useful to me, because we went through examples in class but did not do any ourselves, and it seems specific to a certain type of career.
	Turtle was a weird introduction. It was at the beginning of the course when not many people really understood what a function of for loop was, and I feel that it really threw some people off.
	I stopped paying attention during turtle lectures as well as the "parts of a computer" lecture.
	I don't really see myself making games in the future so while it was "fun" I didn't really get too much out of it
	Some of the image manipulation has gone way over my head in understanding
	I did not find image manipulation very useful in the long run.
	turtle was cool, but never referred to again
	The picture/pixel stuff. I don't see how that's applicable to anything.
	Review sessions.
	turtle
	turtle
	Beautiful Soup should be very helpful however I didn't learn much
	I do not see how I could personally use image manipulation in the future.
	I found the topic of regular expressions to be very complex and not useful in the homework assignments.
	Can't really say because I deemed all lectures useful since I knew nothing about coding before this class.
	Image manipulation and encryption. I also still don't really understand Beautiful Soup.
	I still don't really understand the point of beautiful soup

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

I think beautiful soup, while barely utilized, was a bit confusing and may have taken away from the purpose of our topic on read files.

maybe the image thing?

Pygame, for it had a rather limited scope

I enjoyed most of the topics we covered, but if I had to choose one I would probably say encryption was the least useful for me in the long run. Even though the encryption chase was one of my favorite, if not my favorite lecture.

A lecture topic that did not work was the encryption chase, from what I saw a lot of people did not take it seriously/didn't learn much from it.

I guess the vignere code just because it wasn't really 'coding'

idk

I personally believe all the topics were useful or at least interesting and worthy to learn.

my python didn't work

Can't really think of any.

game box actually, but it was fun

The hard ware stuff?

Something about the hardware

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)
201	3.99	1.02	55 (27.36%)	48 (23.88%)	26 (12.94%)	12 (5.97%)	2 (1.00%)	58 (28.86%)

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)
201	3.99	1.02	55 (27.36%)	48 (23.88%)	26 (12.94%)	12 (5.97%)	2 (1.00%)	58 (28.86%)

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)
201	3.88	0.95	40 (19.90%)	54 (26.87%)	33 (16.42%)	9 (4.48%)	2 (1.00%)	63 (31.34%)

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)
201	3.88	0.95	40 (19.90%)	54 (26.87%)	33 (16.42%)	9 (4.48%)	2 (1.00%)	63 (31.34%)

~ 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)
203	7 (3.45%)	3 (1.48%)	50 (24.63%)	47 (23.15%)	28 (13.79%)	68 (33.50%)

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)
203	7 (3.45%)	3 (1.48%)	50 (24.63%)	47 (23.15%)	28 (13.79%)	68 (33.50%)

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)
202	3.17	0.69	65 (32.18%)	111 (54.95%)	22 (10.89%)	4 (1.98%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
202	3.17	0.69	65 (32.18%)	111 (54.95%)	22 (10.89%)	4 (1.98%)	0 (0.00%)

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)
202	3.06	0.78	60 (29.70%)	101 (50.00%)	34 (16.83%)	7 (3.47%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
202	3.06	0.78	60 (29.70%)	101 (50.00%)	34 (16.83%)	7 (3.47%)	0 (0.00%)

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)
201	28 (13.93%)	26 (12.94%)	24 (11.94%)	76 (37.81%)	47 (23.38%)

Results for SEAS, 1000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
201	28 (13.93%)	26 (12.94%)	24 (11.94%)	76 (37.81%)	47 (23.38%)

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
115	*See below for Individual Results*

One the TAs in my lab (Elizabeth) is amazing and so helpful and if there is some kind of award for TAs she should get it

TAs are very passinate and helpful in this course.

They were approachable during lab and very funny.

I honestly can't comment other than my interaction with them during Labs...

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Some of my questions were not always answered.
	no
	no
	no
	no
	The TAs were really helpful and willing to work with you and teach you. They were not as helpful with the game POTD mainly due to the fact they hadn't learned it very thoroughly.
	some of them were really unhelpful if you were working ahead on POTDs and needed help.
	A TA for my lab, Elizabeth, was super helpful whenever we asked questions. She always knew what the problem was and instead of just telling us outright, she helped guide us through the problem without making us feel stupid.
	My TAs were the best
	Very helpful
	The TAs were really helpful, but the TA taught lecture was not good. That being said, that only happened once.
	TAs did a decent job
	good
	Because most of the TAs took this class when it was taught in Java, it seemed that some of the TA's lacked a bit in Python
	They were helpful during lab
	seemed cool
	The TAs were super helpful and I really liked the way that office hours were set up.
	They were very helpful but at times hard to get to as there arent enough
	They seemed knowledgeable.
	none
	none
	The TAs are extremely helpful and knowledgeable.
	The TA's were very helpful overall
	Nope
	Nope
	Nope
	Nope
	Most were good and helpful
	They were awesome.
	Nothing particular comes to mind.
	I loved the ability of the TAs, however I did not like when different TAs would tell me different ways to solve the POTD because it was confusing. It seemed as though they had their specific way of solving it and did not want you to solve them any way but their way.
	I think the application process should be a little more strict. TAs definitely know more than me, but not to the extent where they can explain concepts. They can code well, but they seem to lack in understanding why they're doing what they're doing.
	I felt like some of them would answer questions on Piazza just to get credit for answering them and would not put any effort into it.
	They were good!

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Marco Gomez is a great TA, he helped me through some of the more difficult POTDs and helped me get a better understanding of some of the more difficult topics.
	The TAs were useful and helpful when needed. They were eager to help and made sure we understood the topic very well.
	The TAs werent very good at leading the class in the beginning,
	some TAs are great, others are not that that that helpful or good
	The TA's were helpful, but oftentimes gave help that did not completely solve my problems.
	I don't know her name, but I am in the 9.30 Rice lab, and the blond TA was super helpful and good at answering questions/helping to fix code when errors arose.
	TA's were helpful and generally knowledgeable but were not always able to troubleshoot code issues, or explain why things didn't work.
	They were good Stephen read is my best friend.
	The lab TAs often had no idea what was going on.
	TA office hours are probably the only reason I'm going to pass this class
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	Need more TAs during office hours because sometimes the que got way too long, would wait over an hour to get help. Could get confusing sometimes when one TA had one way or doing something and then next TA would have totally different advice on how to do something.
	-
	No comments
	The head TA of my lab was great!
	Thanks for your help!
	Overall they were really helpful.
	NA
	NA
	On few occasions, I've had TAs that couldn't really help me understand what was wrong with my code. I've also had some TAs that sat down with me for some time and helped me rethink my code which was really useful because the guidance helped me see how other people would think and work a certain problem. This was especially nice because they didn't just give me an answer but helped me understand the concepts/algorithms.
	Soemtimes helpful sometimes not. For such a large and sometimes difficult class I do not think TA's would be of that much help unless they told you exactly what to do which they obviously cannot do.
	sometimes they expected you to know everything when you actually just needed an explanation, some had a bad attitude while helping.
	TA's were super great!
	Sebastian rocks
	Abdullah is the man

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The TAs were really helpful for me. I didn't go to office hours until an extremely challenging POTD, and Sebastian and Will were great. They worked me through a solution for my own code, which I didn't expect (I'm glad they didn't say there is a "right way to do it" - they took the time to look and figure out a solution for my original idea). After that, I went to hours almost every other week.
	The TA's should know specific ways to solve the POTD. I found that if I went to office hours, one TA who would help me would say, "This is how you should go about coding this." And if you called for help again and another TA would help you, they would say that way is not the best way and to change it. This happened several times when I used office hours.
	While most of the TAs are phenomenal programmers and great people, these same people also tended to be pretty unhelpful in explaining topics and consistently not accessible. I'll try to balance out my assessment when I say that that they did make CS more fun at times, but because all of them are so good at CS, I think it makes their ability to relate to our issues difficult.
	Sebastian is awesome
	They were super helpful and I love the set-up of the queue. I always got someone who was willing to help me or ask another TA if they didn't know how to help me.
	The TAs in my lab (Sec. 107) were so so so helpful; I appreciated their feedback to my programming questions and they were so approachable and kind. Honestly all of the TAs are extremely kind and I get the sense that they genuinely want to help us understand CS which is so appreciated. TA office hours are such a valuable resource for me and keep doing the process for choosing TAs because they are all wonderful.
	nope
	nope
	The office hours were sometimes very frustrating because I would know where EXACTLY my problem was (down to a handful of lines) and the TAs would still not know what the problem was.
	None
	None
	The TAs were helpful especially during lab, but because of the number of students needing assistance a lot of the time they would fix the problem without giving a full explanation of hat was wring and how to avoid it in the future.
	some TAs are much more useful than others..... they are definitely not created equal.
	The TAs for my lab section (2pm at Olsson) have been super helpful
	They were nice and seemed to be trying their best-- a couple of them were a bit condescending at times, especially (ironically) when they couldn't figure out the answer to the question but most of them were really really nice!
	TA's were very helpful, and truly interested in helping you succeed
	They were chill
	None.
	While I did not use office hours very often, the TAs were tremendously helpful and very good at explaining topics in lab.
	Some were very helpful/knowledgable, others not so much
	Scott Mallory is the man, he was always willing to help me whenever I needed it.
	They were always helpful and friendly!
	Very knowledgeable and helpful when they were available.
	They are so cool.
	No. Overall they were helpful it just depended on the TA.
	It is hard to get help in lab because there are so many students, but the TA's did a very good job of trying to get to everyone.
	I hope that the TAs when addressing the potds at least, can be bit more uniformed with what code to teach. Otherwise it is rather confusing when talk to multiple TAs.
	No
	n/a
	n/a

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	n/a n/a The TA office hour queue didn't work for me. I waited hours for assistance and didn't receive any help. They were AWESOME! I owe my success in this class to them! Some are better than others they are pretty good Nope. most TA's were good. I think they had varying levels of knowledge though, so some were better/more helpful than others They were overall an excellent group of TAs. They were a little unhelpful sometimes but generally helpful. The help offered by the TAs varied pretty dramatically and it seemed like there wasn't necessarily a clear amount of help they were allowed to offer. They were very helpful and helped me to understand the material. Sometimes they didn't really know how to solve the potds themselves. coding
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: 137 Individual Answers: *See below for Individual Results*
	I wish we had covered some more specifics of PyGame in lecture because I found that I had to learn most things about PyGame through trial and error with my lab partner. Nothing comes to mind I feel that we could have learned about while loops a little more effectively. They seem to be pretty important in CS but I rarely find myself using them in the homeworks. Difference between python and other coding programs N/a N/a I think the image manipulation was a topic that could have been covered more in depth. Also, different functions of the game. I think they were all covered well and in depth. I wish we did more examples with regular expression. input/output try except I wish we could have spent more time working on turtle. I would have liked to have done more with encryption software and then how to program something to break an unknown encryption sequence I wish we had given a sample of the other languages, so that you can be better prepared to take other classes. Image manipulation. I wish we had time to do some more in class instruction with the game because there is so much cool stuff to learn with games.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I hope the professor could cover more deeply on the topics of game.
	Web design, graphic display
	I would have liked to look at modeling, like in cad, and how basic computer science is applied.
	I would have liked to spend more time at the beginning of the semester on basic programming concepts. As a student with absolutely no prior experience in CS, I had a lot of trouble catching up on the very basics and my grade definitely suffered because of it. As I mastered the basic ideas toward the middle of the semester, I enjoyed the course a lot more.
	I would love to have covered the imports more. I felt like often I was given an import such as game box or url lib and just told to run with it but I dont really understand where they originate from, etc.
	I wish we could have covered html and file reading more. Perhaps more with beautiful soup.
	I think the content on the first exam could have been covered much more thoroughly than things we learned later on. That's because the earlier stuff is what is essential in understanding the later subjects.
	everything should been covered more deeply
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	I wish we could've done more with image manipulation. Having a POTD would've been helpful because working on it independently really helped me.
	I wish we could cover app development (even at a very basic level) or talk about the beginning programming languages.
	Image manipulation and the logic behind a lot of codes (reading web, with html tags, getting image from the internet)
	-
	-
	I would have liked to learn more about image manipulation and game design.
	The difference in for and while loops. Pass by value and pass by reference stuff.
	I wish it wasn't just assumed that some of the basic stuff should automatically make sense to me. For me it was like once we got past the REALLY basic stuff, the fact that some students had experience really started to stand out in this class.
	Image Manipulation
	NA
	NA
	NA
	I wish we had time to cover some operation related to math (matrix,graph,trigonometry,etc.).
	Pygame
	wish we had more time to go over image manipulation--still shaky on that
	More on how programming actually works within the totality of the computer would be cool to see.
	image manipulation seemed to be hard and not useful/
	Some intro into theory and things like Turing machines would be interesting
	image manipulation. We covered it a good amount but I wish there had been a POTD on it or a lab on it because I feel a little unpracticed in it for the final.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I wish we spent more time on the introductory portions of the course so that I had more time to catch on in the beginning of the semester.
	Everything seemed correctly timed or spaced.
	More work on functions. They weren't explained as well as they should have been.
	Games.
	I would have liked more ways to practice basic code functions like very simple practice examples just to see how certain codes work.
	BS4 thing. The instructor went through this way too quickly, I can not understand the code very well.
	None
	None
	None
	None
	None
	maybe the idea of directory?
	More time on encryption
	Maybe statistical analysis with Python.
	A friend of mine majoring in CS said that recursion was an important part of coding, and he found it strange that we did not cover it.
	Recursion, Classes
	I took what was given to me, perhaps I wish I had the ability to answer this question, if that counts as a topic.
	They are super helpful
	n/a
	n/a
	n/a
	n/a
	n/a
	n/a
	n/a
	Not sure.
	Not sure.
	More real world application of python and ways we can impliment our knowledge. I also wish there was a more in depth of "Where do I go now that I've learned this language?"
	nothing
	I wish we had spent some more time on for loops because it took me a while to actually get it and I had to go to office hours for help.
	I would have liked to cover Boolean variables a bit more, specifically flags.
	I wish we had discussed where to go with CS from here. Especially as I am a college student, and therefore cannot minor in CS, I'm unsure about my options for future classes/independent study.
	other uses of CS
	I never felt like I was missing anything
	coding
	the game

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Everything
	I wish we had spent more time on encryption as a whole.
	regular expression
	seemed like good coverage
	I wish we could have covered the topic on regular expressions more in depth.
	Basic skills in other languages
	I wish we spent more time on game design.
	I may be in the minority, but as a 4th year who is going into strategy consulting next year, it would have been interesting to have a lecture on python for financial data analysis.
	image manipulation. or at least more practice
	Small lecture on cyber security / digital currency
	Dictionaries
	none
	none
	I wish we could have covered functions more deeply.
	I wish we had covered data files more deeply.
	I wish we covered regexs more, as I thought it was kind of difficult to understand with the amount of time we spent on it.
	The game project would be better if you could do multiple drafts of the game.
	more games that was the highlight of the class
	I don't have anything.
	Data to graphs
	Game development
	I wish we had gone into more detail with pygame. I think it would have been really interesting to have been able to design more detailed games.
	More on Functions
	I would have liked to cover more on creating animated objects, or creating webpages, although python is not necessary known for that.
	nothing really
	I dont know
	App development
	I wish we could have done more with turtle
	I wish we worked a little bit more on BeautifulSoup.
	I wish we went a little more into the very basics at the beginning of the course. As someone who barely knew anything about computer science / languages, I felt lost pretty quickly.
	Games
	Can't really say.
	Hacking the Internet
	I don't know
	i think everything covered that was important was given the appropriate amount of time and depth of material
	I wish we had gone into more depth on web page analysis. We only talked about decoding very specifically formatted web pages. I would have liked something a bit more complex.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Game programming maybe, I thought image manipulation was not all too useful. csv and file opening Dictionaries, more stuff with lists/dictionaries/lists of lists Class structures and building classes, which is more important an applicable to other languages I wish we did something besides partner programming in lab. I didn't feel like I learned much during lab, more information on encryption/cloud computing More large data manipulation more work on algorythms functions, definitely. Nothing in particular more stuff like green screen and animation or movie cs graphics Beautiful Soup! Maybe packaging and writing python code to be executable as a bash or something, so that it's a functional program not a runnable line of code. Not sure Not sure

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)
202	4.39	0.64	95 (47.03%)	89 (44.06%)	17 (8.42%)	0 (0.00%)	0 (0.00%)	1 (0.50%)

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)
1638	3.99	0.92	482 (29.43%)	814 (49.69%)	217 (13.25%)	81 (4.95%)	40 (2.44%)	4 (0.24%)

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)
199	4.57	0.61	124 (62.31%)	66 (33.17%)	7 (3.52%)	2 (1.01%)	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)
2412	3.75	1.17	626 (25.95%)	833 (34.54%)	313 (12.98%)	222 (9.20%)	132 (5.47%)	286 (11.86%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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)
200	4.36	0.79	98 (49.00%)	85 (42.50%)	9 (4.50%)	6 (3.00%)	2 (1.00%)	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)
1637	4.05	0.88	502 (30.67%)	840 (51.31%)	180 (11.00%)	77 (4.70%)	31 (1.89%)	7 (0.43%)

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)
201	4.56	0.65	130 (64.68%)	55 (27.36%)	15 (7.46%)	1 (0.50%)	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)
1637	3.81	1.19	553 (33.78%)	555 (33.90%)	237 (14.48%)	161 (9.84%)	99 (6.05%)	32 (1.95%)

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)
202	3.38	1.07	21 (10.40%)	47 (23.27%)	45 (22.28%)	21 (10.40%)	7 (3.47%)	61 (30.20%)

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)
1640	3.27	1.16	138 (8.41%)	254 (15.49%)	291 (17.74%)	129 (7.87%)	81 (4.94%)	747 (45.55%)

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)
200	4.49	0.68	115 (57.50%)	71 (35.50%)	12 (6.00%)	1 (0.50%)	1 (0.50%)	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)
2402	3.83	0.99	535 (22.27%)	988 (41.13%)	373 (15.53%)	171 (7.12%)	59 (2.46%)	276 (11.49%)

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)
202	4.75	0.55	159 (78.71%)	37 (18.32%)	5 (2.48%)	0 (0.00%)	1 (0.50%)	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)
2411	4.24	0.82	893 (37.04%)	965 (40.02%)	191 (7.92%)	51 (2.12%)	30 (1.24%)	281 (11.65%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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)
202	4.71	0.55	149 (73.76%)	49 (24.26%)	3 (1.49%)	0 (0.00%)	1 (0.50%)	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)
2411	4.24	0.76	841 (34.88%)	1037 (43.01%)	187 (7.76%)	36 (1.49%)	21 (0.87%)	289 (11.99%)

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)
201	3.72	1.11	35 (17.41%)	33 (16.42%)	34 (16.92%)	9 (4.48%)	5 (2.49%)	85 (42.29%)

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)
1635	3.65	1.06	243 (14.86%)	345 (21.10%)	298 (18.23%)	94 (5.75%)	38 (2.32%)	617 (37.74%)

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)
202	4.35	0.73	97 (48.02%)	81 (40.10%)	21 (10.40%)	3 (1.49%)	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)
2411	3.73	1.12	513 (21.28%)	842 (34.92%)	335 (13.89%)	182 (7.55%)	116 (4.81%)	423 (17.54%)

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)
200	4.60	0.63	132 (66.00%)	57 (28.50%)	9 (4.50%)	2 (1.00%)	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)
2405	4.13	0.83	742 (30.85%)	1010 (42.00%)	249 (10.35%)	68 (2.83%)	26 (1.08%)	310 (12.89%)

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)
200	4.68	0.50	138 (69.00%)	59 (29.50%)	3 (1.50%)	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)
2408	3.77	1.11	606 (25.17%)	787 (32.68%)	367 (15.24%)	226 (9.39%)	90 (3.74%)	332 (13.79%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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)
202	2 (0.99%)	71 (35.15%)	101 (50.00%)	22 (10.89%)	6 (2.97%)

Results for SEAS, 1000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
1644	161 (9.79%)	841 (51.16%)	504 (30.66%)	103 (6.27%)	35 (2.13%)

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)
202	4.55	0.66	127 (62.87%)	62 (30.69%)	10 (4.95%)	3 (1.49%)	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)
1639	3.75	1.19	510 (31.12%)	595 (36.30%)	258 (15.74%)	166 (10.13%)	110 (6.71%)

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)
201	4.56	0.73	135 (67.16%)	48 (23.88%)	13 (6.47%)	5 (2.49%)	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)
1637	3.59	1.33	529 (32.32%)	463 (28.28%)	262 (16.00%)	214 (13.07%)	169 (10.32%)

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)
202	4.54	0.62	122 (60.40%)	68 (33.66%)	11 (5.45%)	1 (0.50%)	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)
2411	3.95	0.95	668 (27.71%)	1206 (50.02%)	379 (15.72%)	57 (2.36%)	101 (4.19%)

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)
202	4.15	0.91	82 (40.59%)	83 (41.09%)	26 (12.87%)	7 (3.47%)	4 (1.98%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2409	3.74	0.99	573 (23.79%)	936 (38.85%)	696 (28.89%)	118 (4.90%)	86 (3.57%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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)
201	4.55	0.68	127 (63.18%)	61 (30.35%)	9 (4.48%)	4 (1.99%)	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)
2407	3.73	1.08	641 (26.63%)	884 (36.73%)	597 (24.80%)	170 (7.06%)	115 (4.78%)

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
112	*See below for Individual Results*

Sherriff makes a good introductory course to computer science, it is hard to teach a class like this but he did it very well.

Mark Sherriff is a teacher that i would like to have again.

I didnt like how the POTDs were mostly on material we hadnt learned yet and they took way too long to figure out in the second half of the semester. It was also frustrating to see you teach the exact topic we needed for the POTD the day after it was due. Also, the grading policy for lab was pretty unclear

Great class!

Great class!

The fact that I scored a 91.5 and 97 on the first two exams, a 100 on my game project, and if I score a 100 on the final I will still receive an 88.7 in the class. This is absolutely ridiculous and a B+ is not an adequate representation of the amount of work I put into this course. I received a 63% for lab participation because I miss only 3 labs, for one of which I was too sick to attend. By missing one POTD (the same week I missed lab), my HW grade dropped from a 90 to an 85. I enjoyed this course, but the fact that I am only going to receive a B+ due to an unbalanced grading system is infuriating.

Overall, very good course, easy and comprehensive course with fair amount of difficulties in assignments.

I am a second year heading to the Comm school next year with no intention of majoring or minoring in CS, but professor Sherriff ran an engaging, enjoyable class that I would recommend every UVa student take before graduating (comparable to Elzinga's ECON2010 in my opinion).

Sherriff is a fantastic lecturer, I would recommend this class highly to anyone. Some material was much more useful than other material, but generally even the less useful material was interesting and fun.

Great introductory course

Sherriff is a great lecturer. Definitely knows how to make CS entertaining. Kind of a jerk outside of lecture because he often assumes we know too much but that is to be expected when were essentially asking him questions about the alphabet in the realm of CS.

I came into the class hating CS (without any prior experience) because I thought it was going to be boring and awful. I came out of the class thinking programming was kind of fun and would consider taking another CS class. I now do appreciate the art of coding and think of it more like a puzzle to solve. Sherriff was very very knowledgeable about the material and one of the best teachers to convey the material to a gigantic lecture with a wide variety of skill levels. Having no prior CS experience, I thought he was great professor. 10/10 would recommend this class with him as the professor.

This was one of the best courses I have taken at this university!

an okay course, needs more time to sink in to concepts

shrerriff never change, you're one entertaining dude

I am very glad I didn't choose to skip this class, some of my peers were saying I would be bored, already having some CS experience, but I learned some very useful things and enjoyed the class.

N/A

N/A

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	N/A
	N/A
	Professor Sherriff is far and away the best professor I have had thus far at UVA. He really sparked my interest in CS and I think this class really lets students discover if CS is for them.
	This was a good course and Sherriff was one of my favorite professors this semester.
	-
	This class was my favorite class this semester.
	why not learn functions earlier in class, like before the list?
	Good class
	I felt like this course was designed out of convenience for the professor and staff to have as little work as possible. For one, being combined with 1111 made it confusing and the pace was a too rapid for intro classes. Also, the labs were completely useless I felt like they were a superfluous addition to the class in order to differentiate it between 1111 and 1110. It felt as if little to no effort was put into them and they were very similar to the homework after we had already completed them. Also, I felt threatened to submit questions about a regrade. He stated that if we questioned a certain part of our test, he has the right to go through it and take points off other things. I understand that it's a big class but this is an inappropriate way to treat students. Finally, during lecture he would make simple computing mistakes and have to look things over or hear suggestions from the audience to fix them while on tests if I forgot a comma or put a single = sign rather than a double, I would lose many points. I understand that departments feel pressure to have tests so that they can get grade distributions but the things I would lose points on are quick fixes that pycharm would take me right to the error or I could just experiment with input to see the answer. These tests seem like a formality that teachers use so that they can create a good distribution of grades.
	I didn't know what to expect coming into my first CS class, but this was an awesome experience that taught me a lot! I'm really glad I took it! I now more greatly appreciate the CS behind our modern information infrastructure.
	Good course learnt a lot about coding and feel comfortable with basic coding. It would be helpful if lectures were done at a slightly slower pace. This would help students keep up especially ones like myself who had no coding experience coming in. Overall it was a great course though!
	The POTD's could be spread out a little bit of time, not 2 or 3 a week during the beginning. This is hard especially for beginners.
	Professor Sheriff was by far the best CS teacher I have ever had, and quite possibly the most enjoyable lecturer I've had in my years of school. However, after class when I approach him, he seems to be a bit annoyed when I ask him questions so he became a bit intimidating to talk to. Overall though, one of my favorite teachers at UVA.
	I really enjoyed this course. Out of all the classes I've taken at my two semesters at UVA, this has definitely been my favorite course which wasn't what I expected because I didn't think I'd ever like anything that dealt with programming. I really enjoyed working on the POTDs, even though at times they were frustrating (towards the end of the semester). Also, the lectures were always interesting and engaging because Professor Sherriff is a fun and enthusiastic lecturer. He explains things very clearly and makes note of what is really important to remember which I think is super helpful when preparing for exams.
	Really enjoy Professor Sherriff's course and thought he was an excellent lecturer. He always kept me coming back to lectures with his stories and jokes.
	It was awesome!
	Maybe this isn't directly related to this course, but I wish first year engineers got exposed to Matlab. I know one of the sections spent part of the time on Matlab, and I think that should be incorporated into all first year's education. Especially for BMEs and ChemEs, you are expected to know how to do it going into second year.
	This was one of my favorite courses that I've taken at UVa because Mr. Sherriff made the material super interesting.
	excellent teacher, confusing and stressful class
	I wish this class could have been structured better for the purpose of learning coding.
	Very useful class for my major
	No specific comments
	(I'm an Engineer) Thanks Sherriff. You did a good job showing us how coding can be used to solve problems of the future. I know that is what you wanted us to learn. The tools you gave us were useful. You're pretty entertaining, which is a good thing to be for teaching an intro level class. I'm fairly confident in using my python knowledge as a Systems Engineer. Thanks.
	really great professor who made class interesting and worth going to

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Excellent course for an intro programming class. Learned a lot and really enjoyed going to lectures because Sherriff made it entertaining and worthwhile. I feel like I will be able to use this in future classes or in future internships/jobs.
	Great course, great teacher.
	None.
	Great course! I've been recommending it to all my friends.
	Experienced. Best lecturer I've had in such a large setting.
	This class was extremely interesting and I learned a great deal, but I felt that there was a lot of information that was assumed as background knowledge that I had to pick up on my own right from the start of the course. I could have benefited from more of a conceptual approach before jumping straight in to programming.
	Good and interesting course, POTDs were very helpful in learning material
	This was without a doubt the most fun course I took all semester. Keep up the good work.
	n/a
	While prof. sherriff was an excellent and effective lecturer he was rather unhelpful and hard to work with one on one
	Coming into this class, I thought I would hate it and only took it to get a basic skill set. However, I really enjoyed the class and gained a lot from it, it was one of the more interesting and engaging classes I have taken and Sherriff played a large role in making this an enjoyable class.
	Absolutely wonderful!!! I had my doubts/uncertainties about my programming skill coming into the class and was worried it would be too difficult, and at some times I did feel slightly overwhelmed, but I learned to use the resources provided (TAs, lecture notes, podcasts, code from in class) and I was able to improve my understanding and go from fearing CS to enjoying it, which is a pretty difficult feat. Thanks for a wonderful semester! Loved this class.
	Had a great time learning CS! Hope to learn more CS in the future!
	na
	very good class, I had never taken a CS class before but now it is my first choice major
	I personally enjoyed this course a lot and found it really helpful. However, I am also a fourth year and (obviously) not intending on being a computer science major. I have heard from other computer science majors I am friends with that there maybe should be a separate class for those who do intend on being computer science majors/minors. Those friends think that java is a better first language to learn and that going from java to python is easier than python to java. But as a student who never intends on majoring in CS, I much preferred learning python and decided to take this class after it was changed to python. Perhaps two separate CS 1110 classes could be something to think about in the future.
	Sherriff wasn't a super approachable instructor, at least to me. Gave me sarcastic answers and wasn't helpful to me when I would ask him questions. Grades are very skewed in this class because of the large percentage of students with prior coding experience which is unfair to a student like me with 0 prior coding experience. For example, I had spoken to many kids in lecture who had 4's and 5's on the AP computer science test. I'd like for someone to tell me how that's fair to me. People taking classes for easy A's and screwing kids like me that are just trying to learn the basics.
	I know we saw this in class today, and I understand some people do understand CS faster than others. However, at least half of the class have done CS before, so there was a gap in terms of the skills students had. Since I knew of this problem, I tried to get into CS 1112, but since I am not an engineer, I was not able to get in. In my opinion, for everyone's benefit, I would open another lecture for CS 1112, so no one will be overly challenged.
	I would recommend this course to my friends, even if they were not interested in CS because it is a good skill to have.
	coding
	Possibly favorite class I have taken in my life thus far
	good
	This was the best course I have taken so far, and Professor Sherriff is definitely the best lecturer I'll probably ever have.
	loved this course. no complaints
	Sherriff is great, really made me appreciate computer science and I feel that I now can identify using it would be beneficial and possibly write simple code to solve problems which I know was his goal from the start for us as students.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Sometimes it would be nice if we could move a little slower in class. Also, I would have liked to have more potd's about the final lectures because potd's helped me learn the material best. I really liked this class CS was my favorite class this semester and Sherriff is my favorite professor I have had so far. I am a much better problem solver because of this class and I am extremely sad to leave Sherriff. :(Mark Sherriff is a great professor, he makes the class very engaging and interesting. good class, definitely my most useful/productive course during my first year at UVa A lot of times I felt like we weren't really taught the explanation behind what we were doing, just told to do a certain command, etc. Also there were several questions where the answer involved knowing a command that we never went over, which makes it easier for people who have already programmed. But overall the course was fine for me, even though I've never programmed in my life before this. Some of the wording for homework assignments were a bit vague/confusing. This might just be from translating over from java, but it caused a few problems with submission when some formatting for inputs wasn't specified. This was rarely a big problem, though. I enjoyed this course, but did not feel that I was always prepared to complete the homework or test questions on my own. I thought the overall course was laid out well and taught me a lot, but there were times where I felt like professor Sherriff glazed over things in class and didn't take the time to explain concepts in the detail they required. The TAs were helpful. Strong introductory level course, really pushed the way I think and approach problems. Thanks Sherriff Great course good stuff A lot of the material was skimmed over too quickly, and seemed to bias towards kids with prior experience in that respect. This meant I often had trouble with the POTD's, and had errors that added up and eventually brought down my grade. I feel this was easily avoidable by cutting out lectures that had no real life application such as encryption. The POTD grading method was also extremely flawed in my opinion. I found it annoying that if I left a small error in my code, I had to wait two hours to know about it when I could have fixed the problem immediately. I feel that a three submissions per 2 hours would have been a lot more effective, as it maintains the goal of keeping people from repeatedly submitting assignments, while also giving them a more fair chance at success. great intro to programming class The course was organized and taught clearly. Because of the informative lectures, I felt very prepared for all the exams and assignments that were given. Great lecturer. Great guy. Great subject. The only thing was that the way coding is taught/learned initially is very much of a culture shock at the beginning. I think it is important to teach the earliest parts of CS a little slower just because if your foundation is strong it'll be much easier to learn the harder subjects. Sherriff is kind of annoying with the way that the assignments are set up, and is not a great lecturer. Overall this class was helpful to learn Python but would have been a lot more difficult if I hadn't had programming experience in High School Mark Sherriff is a great teacher. I wish he could be my computer science teacher for the next computer science courses I plan on taking in the years to come. He is a wonderful person and very humorous. I enjoyed his class, and always made sure to attend his lecture. His lecture would often be the highlight of my day. excellent class Very good Love this class! The class was a little all over the place; some of the things we learned were super random (like the photo stuff). I'll be happy when this is over, and I'll never have to code again. great intro course, however, i would have like to seen more coding that covered basics like class structures

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	When I first began this programming class, I was generally interested in computer science but I didn't really know what it was (it was a class I wanted to take for fun). Now, I want to major in computer science. Every lecture was interesting, and I loved every minute I spent coding, whether it be program of the days or labs. The program of the days helped me so much, and I actually procrastinated other hw doing computer science hw because I thought it was fun. This class has been my favorite class so far at UVA, Mr. Sherriff is an amazing teacher, the TAs were awesome and I loved all the topics. Thanks for an AWESOME semester :)
	First off, why a course that doesn't meet for 4+ hours a week isn't worth 4 credits is beyond me. Second, the course was very well-designed. I loved taking it. Sherriff was a good enough lecturer. My one big issue with him is that he is way too much of an authoritarian. His responses to questions, via email or in class, were terse, sarcastic, and sometimes belittling. Great class but he needs an attitude check for sure.
	The course was a lot more challenging than I expected, but I learned a lot. It was worth taking it, but at the same time, I'm not sure if it was worth only 3 credits.
	ðððððððððð good stuff goà±¦Ô sTuffð thats â some goodððstuff rightððthereððð rightâthere ââif i do Æ½aÒ¯ so my self ð¯ i say so ð¯ thats what im talking about right there right there (chorus: Ê³á¶¦áµÊ°áµ áµÊ°áµÊ³áµ) mMMMMá·Ðð¯ ðð ðÐO0Ðà¬ OOOOOÐà¬ à¬ Oooóáµáµáµáµáµáµáµáµð ðð ð ð¯ ð ð ð ð ððGood stuff
	interesting and helpful introductory class
	Great course. Like the POTD assignments and how there weighting in the final grading. However it is extremely annoying to take the tests on paper, I found that a lot of people that I talked to that took CS last semester had a way to take it on the computer that was fair and efficient. There is so much muscle memory I have with CS programming now that not being able to just kinda let my fingers type my translated thoughts on the computer was tough. If on the computer I doubt the tests would have felt as time pressured as they did for me this semester
	This course has raised my interest in Computer Science.
	Coming to this class with zero prior experience or knowledge in coding (I even did not know how to install Python properly), I was scared that I would not pass the class or have a lot of troubles with learning the materials. I took this class to fulfill my major requirement, not necessarily because I was interested in CS or programming in general. BUT I actually really enjoyed this class and learning programming, which even made me consider to major in BACS/changed my career path. I'm just worried that I won't be as good as I was in this class in CS 2110 since it is taught it Java, but overall this class gave me a good fundamental skills and understandings of programming, and most importantly, got me really interesting in the CS field!
	The course was extremely awesome and Professor Sherriff really cares about his students LEARNING the material instead of just memorizing and dumping it. That was really awesome in my opinion. He has, so far, been my favorite lecturer at the University, he is able to make a large lecture hall seem like a small classroom, which isn't something that professors can do often. I think other professors all accross the university should take steps to be more like him in regards to lecturing and the way he approaches material. I was able to enjoy the class without prior coding experience, and succeed. 10/10 would CS again.
	I truly enjoyed lecture. Sheriff is an entertaining lecturer, relates the material to real world applications, and uses humor to keep students engaged.
	I would have liked to have more times for tests
	I would not say that overall I am a huge fan of CS but this course was a huge help in how I thought about my computer and writing algorithms with logical thinking skills.
	While the POTDs were certainly helpful, I found that half of the time I was spending on POTDs was trying to find the proper syntax or method to create two to four lines of code out of the whole POTD. Almost without fail each POTD would require one or two methods/syntax that had not been covered in class and were very difficult to figure out online or with a friends help. For example, the Syllables POTD used var.replace("a", "e"), and the majority of the POTD was spent trying to figure this out and how to format that one line as it wasn't discussed in class. Similarly with the Lous list, finding out how to do is None in an if statement took the majority of the time spent on the POTD. The POTDs overall were very helpful, but could use a little more tweaking for each program.
	This course moved very fast for beginner programmers. Beginners had to use a lot of time outside of class to learn python in order to stay on top of the material. Overall, the course was fair, but more tailored towards experienced programmers.
	I found the second part of this course to be so interesting, but so overwhelming. I spent so many hours on the POTD and in office hours that I was just really feeling behind my friends who had already been taught some of this coding. I think this stuff is cool to know but when it came time for the second test I was struggling to shift through what is important and what is not and how to even do some of the basic things (like and input with float) because we had not done those on a potd in so long. It all seems so nice in the beginning and jammed pack at the end. The beginning stuff however is much easier to understand. This course has however been where I have learned to most things and I have actually enjoyed going to the lectures. I am not in the e-school, and took it for fun, and would still suggest other people willing to put in a lot of work to take this class because you just learn that much information.
	Can touch deeper in the material in order to prepare for second level coding class.
	Awesome

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	POTDs took up a lot of time sometimes and I wish there was more of a range of difficulty in assignments near the end rather than just hard VERY good class. Loved the teacher and 100% would take again Interesting, informative and fun. I loved that the instructor started each classes asking if we had any questions. He was always very personable and non threatening. loved this course