CS 1110-002 **Introduction to Programming** - Spring 2013

ENGR (17432)

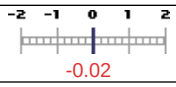
INSTRUCTORS: **Sherriff, Mark (mss2x)**

Respondents: 246 / Enrollment: 275

Summary: CS 1110-002 Introduction to Programming - Spring 2013 (17432)

Overall Course Rating

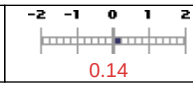
CS-1110-002 Mean 3.89
CS-1110-002 Std Dev 1.13
CS-1110-002 Response Count 1221

Difference from Category Mean, Expressed in Category Standard Deviations	

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

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.42
Std Dev 0.76
Response Count 1713

Difference from Category Mean, Expressed in Category Standard Deviations	

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

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

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

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
246	2.92	1.44	49 (19.92%)	43 (17.48%)	48 (19.51%)	52 (21.14%)	54 (21.95%)

Results for SEAS, 1000-level courses

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

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

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
242	4.27	0.88	112 (46.28%)	100 (41.32%)	18 (7.44%)	7 (2.89%)	5 (2.07%)

Results for SEAS, 1000-level courses

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

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

~
Question Type: Likert
~
contributed by Sherriff, Mark (mss2x)

Results for CS-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
245	4.34	0.74	112 (45.71%)	114 (46.53%)	10 (4.08%)	8 (3.27%)	1 (0.41%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
481	4.40	0.72	242 (50.31%)	204 (42.41%)	21 (4.37%)	13 (2.70%)	1 (0.21%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
246	3.59	1.13	61 (24.80%)	78 (31.71%)	62 (25.20%)	35 (14.23%)	10 (4.07%)

Results for SEAS, 1000-level courses

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

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

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-002, Sherriff, Mark

Total	Individual Answers
228	*See below for Individual Results*

I enjoyed making the zombie game the most.

The lecture about image manipulations was my favorite mostly because it was really cool seeing how you could change/filter pictures using a single method.

Intro, I had basically no background in computer programming and it opened my eyes to the possibilities

Loops, easiest to understand

Loops because they made a lot of sense to me when some of the other methods like recursion was more challenging.

I like image manipulation.

Bits because I learned it already in another class.

I really enjoyed writing the loops it was very simple to understand and was quite enjoyable. I also enjoyed programing the Zombie game and the fractal drawling programs those made CS seem more real and tangible.

I enjoyed playing with ArrayLists and using them in the zombie game. I didn't realize how much you could do with them until making the game.

Arrays because I understand them conceptually the most.

Image manipulation was definitely my favorite topic of the course. It was interesting and relevant. Not to mention, I have a personal interest in photography.

Classes. Once I got to this point in the course, I finally understood everything. It all came together in the larger scheme of writing programs.

Recursion, because it seems like a more abstract idea and is thus more fun to think about and to code than standard loops.

I honestly did not like any of the material.

The picture modification because it was interesting.

Image manipulation: It was interesting to see how simple the process is, and coding it was satisfying.

I liked loops because it was fun making tasks repeat over and over for a certain time.

Files from the internet

I liked the lectures on Arraylists and Classes.

Image manipulation; there was almost a physical return which i seem to appreciate more than the rest.

I liked the image manipulation. I didn't find it particularly useful-- just cool.

Image Manipulation and the creation of classes to create games and complex programs.

for/while loops. It really broadened our programming abilities and it was still at a time in the course where I felt that everything was well-explained.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I enjoyed making the game for HW5
	Methods because of the way it was taught.
	I enjoyed learning loops. I thought they were useful and logical.
	Methods and Classes, very useful in programming afterwards
	Image manipulation, because I find the programming behind this to be fascinating
	Methods
	Methods
	Homeworks. Because that's how I learned the most.
	I really liked the zombie project, because it took all of the general stuff we learned over the year and applied it to something that was fun and rewarding to create.
	loops
	if satements
	HW 5 was my favorite because I liked programming the games, because you could physically see the changes you make.
	Classes because I learned how to create more complex programs while using a divide and conquer method.
	Image Manipulation was the best topic in my opinion just because of the different things you can do to an image.
	I enjoyed fractals the most, since they were the most entertaining.
	The game making, since it was the first visual program that we made.
	I liked what we did in HW4. All the homeworks before hand we're basically textbook problems, but HW4 was the first homework that was a real-world application of computer science
	Learning to draw (paintComponent method, etc.) for HW5, because the program felt like it was relatively the most functional of those that we created this semester.
	Methods and Classes. I think it's really useful and I am good at it.
	Learning how to write separate classes and use them together because it made what we had learned so far much more manageable and I could understand how different think related better.
	the video game project was so much fun. I didn't know I can make a game like that.
	I really enjoyed applying coding to do cool things, like pulling information from a website and creating cool images.
	loops. it was cool to see what they could do and they were used so much afterwards.
	If statements. I could follow what was going on and it mad intuitive sense.
	Yoshi's Chase! It wasn't like any other class activity I've done before. The Encryption Chase was cool too (same concept, coding + scavenger hunt).
	I enjoyed the lecture segment on recursion methods. It is an abstract concept, and I enjoyed the "outside the box" thinking associated with it. Professor Sheriff did a nice job explaining it in lecture.
	I liked when we talked about photo manipulation, because I often work in photoshop, so it's really cool to see how those filters and everything actually work!
	Loops because it was like a puzzle to try to figure out now to write the code to make it work and put it in the right order.
	I really liked coding a video game because it was fun to give classes behaviors and be creative with computer science.
	Fractals because even though I hate recursion I still think its really interesting.
	Loops - convenient
	I enjoy the picture editing topics at the end of the course. They are very interesting and useful.
	Recursion

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Image Manipulation.
	the zombies game was pretty cool because it gave me insight about how some computer games work
	Probably my favorite lecture was the one with online data and file reading. This is because the section of material provided a viable and great way to use and manipulate real life data.
	the building of classes and how they interact with each other in a program.
	Recursion
	Making our video games was really interesting, especially learning how to manipulate graphics.
	loops because they were the easiest to understand
	loops; made everything so much easier
	Else-if statements, useful and clever
	Everything up to and including for loops; that is about as far as I understood.
	Homework 4 was the best part. image manipulation is very niche.
	I liked recursion, it was like a puzzle.
	I enjoyed the loops. I think that they are interesting. Recursion is also very interesting, but hard to grasp and significantly less intuitive which makes it harder to enjoy because it can be frustrating.
	Methods. i understood those the most.
	I enjoyed HW5 a lot. Having the ability to make our own game was quite fun.
	Game Development
	Loops, because they were easy to comprehend and very useful
	Classes and methods because it was interesting how they model objects in the real world and their blueprints. Plus, they will probably be the most useful to me in the future if I ever want to make a program for something.
	HW5 the zombie game... this seemed to be the assignment with the most tangible and satisfying results
	I enjoyed loops because they are the backbone for most programming.
	Loops; I use loops for everything!
	I liked the zombie homework. It was really neat to see my actions create a game, and the tweaking that went along to make it work better.
	I liked the recursion one simply because it clarified how it works.
	I liked working with images and how to manipulate them, I thought this was really cool because it is something I will definitely use in the future, regardless of whatever my actual major.
	Loops. Because they are simple and easy to use.
	I liked the photo manipulation because I can actually use it in everyday life.
	Creating the Lou's List code because it was very difficult to understand at first but rewarding when I finished.
	Methods - fun, intersting
	creating classes and methods
	loops- they made sense and were most always useful
	I found HW5 to be the most enjoyable, mostly out of my love for video games. It was very fun and challenging to see how a basic game is made.
	I enjoyed most lectures.
	Image manipulation and Lou's List scheduler because I found them interesting and useful.
	I really liked the imaging HW6 and HW5, because the product of our work was something useful and cool.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I enjoyed programming the human vs. zombie game because it was something I actually wanted to work on in my spare time and it was something tangible I could show to friends and family.
	I think the hands-on approach worked really well, where we got to see things (like objects and when he lined us up for learning sorting algorithms)
	for loops because it was useful throughout the entire semester
	I did not have a favorite lecture.
	Loops and if statements because they allowed me to think critically about problems.
	Image manipulation was really cool, used programming to do something we actually rely on computers for (understanding the process).
	I enjoyed the image manipulation because it was something we can use on our photos even after this course is over. It was interesting to see how to edit photos with java.
	My favorite part of this course was probably all the material associated with HW5 as I had a lot of fun working on that assignment.
	I enjoyed the image manipulation lectures because photoshop is something I use on a regular basis and it was neat to be able to do those things on programs I wrote.
	Classes/methods because those topics enabled you to see how computer programming can really be used practically
	loop, I like the thought of that.
	Making the video game for HW5 was a lot of fun.
	HW #5: Classes and methods
	Imagine manipulation - applicable to real life usage
	Recursion was neat, but I didn't get much of an opportunity to use it (though I recognize there was the extra sheet of recursion exercises on one lab sheet).
	Though Image manipulation was way over my head, it was really cool.
	Zombie game, because it felt practical and was enjoyable to implement our own creativity into the program.
	Loop because it is fun
	The beginning because it went at a better pace, it seemed as if we shot off from decision structures into a combination of hard concepts. It was just a lot to grasp especially with the pressure of turning in an assignment that showed I had mastered learning in just one day.
	Honestly, I love recursion. I really enjoyed how solving recursive algorithms causes you to think in a completely different way than is necessary for solving other computer science problems.
	Learning how to use classes & methods. It was easier to see how to build a complete program with different parts communicating with each other
	methods, they mad programing easier.
	"Case for CS", because it really showed me the value and importance of CS, not only for CS majors, but also any major.
	The whole concept of programming was new, so it was all equally interesting.
	image it combines the knowledge we've learned and can be written in fewer lines.
	method and class
	I liked making the methods. It made me feel really successful when making Zombie that I was able to call all the methods from the other classes.
	For me, my favorite topic was the turtle.java programs and the picture programs. I feel these were the most interesting as well as the better explained ones in the class.
	The lecture where we went on an encryption race to decode all of our hidden code, because I enjoy solving logic problems and it got me to see how the main component of Computer Science is being able to use Java, c++, or any other program to devise a simple solution to a problem.
	I liked the chase lectures. These lectures made programming fun!
	games

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Recursion: Because I'm a math major, so it made a lot of sense to me. I enjoyed learning about classes the most. I really enjoyed image manipulation because I was already familiar with photoshop and it was really cool to be able to do the same stuff by myself! I had a lot of fun working on HW6. I think learning the methods and classes was my favorite because I loved trying to design the OMG Zombies! computer game. I liked working with url and images.. it seemed to be more real world and I could apply it to something in my daily life Recursion in drawing fractals since it was interesting to see how to use CS in design and aesthetics. Classes because the application through game development was really fun. loops and writing methods - basis for many later topics Image manipulation because it is straightfoward Reading URLs Arrays/ArrayList Loops I liked the lecture on sorting. Making the lecture visual and interactive made the material easier to understand. I really liked the Lou's list homework because it had such a clear and relevant practical application. learn how to deal with classes and objects and be able to create our own methods I liked Arrays and Array lists. picture manipulating Programming with Images Primitive data types because they made the more sense to me than any other topic. After that, i felt like the material was gone over too quickly for how difficult it was. picture manipulation, most fun and applicable to everyday life. The homeworks were entertaining. My favorite was the first homework assignment when i realized I could program. I saw the program work and felt very accomplished. making the video game, you could actually see your work manifested in a fun game which was satisfying The design with images at the end was interesting. Everything was good to help developing a baseline in java. Different Classes coming together to make the video game. Was a fun way to learn. Loops-- it seemed as though this was when the floodgates were opened and we were finally able to tackle problems with tools that allowed for efficiency. The zombie game. I had taken a cs course before, but we weren't asked in it to make a game, so making this game was enjoyable and helpful. The if statements were fun and easy to do. Once I understood the material it was fun being able to write the code and make it work without spending a lot of time on it. Also creating the zombie game was a real challenge and was a lot of fun since we were able to be creative. writing programs that edit pictures; very interesting Image manipulation was the most interesting topic we studied this semester. I can actually see myself using this in the future. picture manipulation Recursion. It was tricky but satisfying when I could get it right. You really had to think through it. Arraylists, because they played a large part in the construction of homework 5, which was my favorite activity. Manipulating images was very fun

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Loops I really like loops... I like how the writer of the program controls how long the loop goes. Image maniputation Recursion because it was challenge yet rewarding Learning data types, methods, and Scanner Loops and methods. Made sense and it seemed far reaching in its ability. Seemed like a fundamental concept Loops; they helped relate reality to programming. Anytime we made games because they were fun I really liked recursion because it was a totally new way of thinking for me. The message decyphering lesson It is hard for me to choose a favorite, but if I had to pick one, I suppose I'd say the point in the course where I most enjoyed myself was when we began to learn about methods and classes, because we were finally getting into the real meat of the subject. my favorite lecture was the only about objects when everyone brought in their objects Class interactions, as it seemed to be the most applicable in my CS future. "Hello World". It was my very first program :) the image manipulation because you could see how this was how programs like photoshop started My favorite was learning about fractals (Recursion). Drawing fractals was my facorite activituy and I wih we did more the first time we got to mess around with actually painting to the screen. I loved just messing around with the code outside the assignment to make it do interesting things. Learning to code a simple video game because I could play the game when we finished. Classes because they allow us to create practical and user-friendly programs. Loops made the most sense to me, so I liked those the best. I liked the lectures where we went out and did things, like Yoshi's chase I find programming in general very enjoyable. I like methods as they are a significant piece of computer programming that I thought was taught very well. Loops - so essential and time saving. the first one because i understood what was going on Classes and the the lectures surrounding the zombie game HW. Image manipulation was extremely interesting. the video game. It provided a fun way to see you programming work. Learning about arrays and array lists- this opened the door to so many new programming possibilities! I liked the Zombie game because it was more fun to program interactive games. Classes because it helped learn the Zombie HW which was really fun Writing classes that interacted with each other was interesting along with image manipulation I enjoyed the very beginning the most when I was learning about loops and whatnot. At that point I was enjoying learning the fundamentals without being overwhelmed with what I did not understand. Image manipulation because it describes what represents a picture and how one can change it through changing the RGB values. I really enjoyed learning for loops. I think it's kind of a simple thing to enjoy, but I felt like once I understood those, I could program a lot.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	the image manipulation, just because it was really interesting
	the video game. It's very interesting
	loops, arrays, and if statements because they were simple but useful
	loops! they made sense and were incredibly useful
	I can't pick out an individual topic, but overall I enjoyed the course.
	recursive drawing and homework 5 - could see practical applications
	Advanced I/O. Learning to edit pictures was pretty neat.
	I enjoyed doing HW4 because of the practical application behind the code.
	Making the video game was kind of interesting. I also liked learning the basics in the beginning (loops, if/else, etc.)
	Image manipulation, because I really enjoyed playing around with pictures (collages) event though it took me a while to figure out.
	Photo manipulation because it taught us to apply math and logic in unexpected ways
	I liked the final topic that focussed on manipulating pictures, as I understood this unit best.
	I liked making the zombie game because I had the chance to incorporate RGIII into the game.
	I really enjoyed the "how to harvest emails for span lecture" just because I've always wondered how to do that/
	I enjoyed learning about object oriented programming a lot.
	My favorite topic was when we first started discussing objects and classes. After I fully understand how objects were used, I started to gain a very strong appreciation for CS.
	That one class where we watched goat videos. By far my favorite. It was the most interesting.
	I liked learning methods and how useful they are because they really increased my understanding of problem solving in CS.
	I liked learning about image manipulation, because it's something we can relate to everyday life, like using PhotoShop.
	if statements
	The chase because we got valuable in-class coding practice and it was fun.
	Loops because it was something difficult that I came to fully understand and becomes a major part of all coding.
	zombies lolololololoLOLOLOLOLOLOolcatslolooool
	The lectures on loops were my favorite because I think these were explained the best.
	Image manipulation and programming zombie game. T like CS because you get to use technology to be creative. I think that the zombie game allows for the most creativity. Image manipulation is just cool!
	Image Manipulation, fun way to apply all that we have learned thsi year.
	My favorite topic was image manipulation due to the fact that I love Photoshop; it was gratifying to learn how the various filters work and to recreate some of the basic Photoshop tools through lecture and the HW. I also really enjoyed learning loops because of their universal applicability.
	I really liked the Lou's list and zombie HWs because I had an actual program I could use after I was done. The others were good for teaching concepts but having a program that calculates the price of pizza doesn't do much good after I'm done
	The evil program, since it was a real application of something used today
	For and while loops because I understood them.
	I really enjoyed learning about methods & the way Sherriff explained it with the frisbees and all was great!
	loops, cause it was explained well by my fellow friend
	writing your own methods allows for creativity

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The encryption chase, it made learning to code fun Loops were easy to learn because it was more organized. Images was cool too, just because I understand how pixels work. I enjoyed file I/O because it showed me how to easily and effectively sort through and manipulate data. I enjoyed learning about loops since they were a relatively easy concept to grasp and were applicable to many of the programs we wrote. My favorite topics were the ones that I felt like I had a firm grasp on. So pretty much everything up to the point of arrays/arraylists. The encryption chase - real life application, I read too many spy novels as a kid - got to go out around grounds instead of sitting in front of a computer in a lecture hall
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-1110-002, Sherriff, Mark Total: 222 Individual Answers: *See below for Individual Results*
	Loops and if else statements. Probably the most useful thing will be the lecture on files I think the logic behind coding will help me the most in the future. How to write programs with loops that will make really long tasks less time consuming. I think the most useful thing will be just the way I think about solving problems after solving problems using programming Going into a computing major, I expect that I'll be using a lot of this material later on. Loops and Recursions syso + ctrl + SPACE for loops and arraylists algorithm (e.g. sorting) I think the topic of methods will be useful in the future, because methods make it easier to break up and solve problems. The ones where we talked about defining classes and objects. I won't be majoring in CS, and knew most of the material before entering the class, so I don't have a valid opinion on the topic, since most of the lectures were just reminders of things I was shaky on / forgot in highschool. Just the basics of programming and understanding everything a little more. recursive method Basics of computer science (bytes, bits, etc) all of them. I do not see myself coding in the future, so not much, maybe except recursion. Methods Methods Methods Methods All of the lectures as a whole provide me with a useful background in computer science, so I'd say all of them. Methods, because it is a fundamental part to coding.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The basic coding.
	loops
	loops
	loops
	Classes.
	The fundamentals of programming.
	Having a basic understanding of CS concepts and java vocabulary.
	The general idea of how to approach problems. Besides that, I think loops will help me the most in the future.
	Coding as a whole.
	Arraylist
	The topic of arrays and arraylists is the section I feel will be most useful in the future. It involves the storage and use of large sets of data, which has great importance in the business world.
	I wouldn't say any one topic will be most useful in the future. If I need to use these skills in the future, I will likely use everything I have learned.
	Lou's List, creation of methods to break up problems
	i'm not sure
	I don't plan on using CS much in the future if I can avoid it.
	Most likely the basics such as the standard loops and if statements
	I think writing programs in general will be helpful in the future to do things that would take a long time to do by hand, i.e. math or sorting a list.
	decision structures they help to think very logically and to practice using this logic to solve problems
	Definitely the image modifying material/lecture.
	Photo manipulation
	In general, how to think things through and create algorithms
	Probably classes and recursion.
	I don't know how I will use any of this in the future.
	Image manipulation seems like it will be the most useful.
	Recursive functions/ the complexity of recursive methods.
	The evil program
	Loops and other fundamentals.
	Probably loops in conjunction with arraylists and files.
	Creation of methods
	How a programming language works in general. It will help me learn and utilize different programming languages with more ease.
	methods
	not sure
	Image manipulation
	mapping points with the google map
	Programming in general is a fantastic skill to have. I've already applied it to other classes to expedite work.
	Methods, Classes, Loops.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	class/method Recursion The skills for writing a basic computer program. Learning how to code .Image manipulation, video games, Lou's List scheduler Based on what I will be doing in the future (not CS, not engineering, etc.), I think any of the classes would be equally useful. The kind of thinking required for CS will come in handy in the future. All of them. I hope to be a CS major! figuring out some of the algorithms I think I will find the picture editing most useful in the future. I think the overall course in general will be useful. Most likely the basics, for loops, while loops, if statements, Strings and things like that will be the most useful because I don't expect to encounter much more computer science in my future. The class enrollment system image manipulation image manipulation I am not pursuing computer science, therefore I think I will find the image manipulation the most useful because I can use that for recreation purposes. Image Manipulation loops for loops and Recursion The lectures on methods and classes were very useful because they show how you can make your own programs and really focus on what you want to do. Applications of computer science Recursion. I suppose the question depends on how much programming I do in the future. Assuming I don't do very much, I'd have to say that I think the last lecture was the most useful to my future. algorithms loops/ recursions All the different stuff we learned how to do with arrays and arraylists Anything in Lou's List, especially ArrayLists. nothing really loops and methods File reading Computer math the utilization of all the types of loops i learned about lous list lecture because it showed how computer science is actually practical and helped us create something we can actually use. Loops; I use loops for everything! loops/ The image manipulation Honestly, I don't think I will find any of this material useful in the future. File I/O. object and class building

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	methods and classes
	methods and classes
	most of the topics were useful in building a foundation to use for future projects in the E-school
	the whole thought process.
	General knowledge of Java and the ability to write programs that will help business. No specific topic/lecture comes to mind.
	creating classes and methods
	lou's list, i can use it for more than just messing around for fun
	Probably none of it. while I think it is a good class, computer science isn't my cup of tea and I'm going to avoid it like the plague.
	Recursion because I'm majoring in Cognitive Science, and recursion is a major topic in each of the five concentrations.
	The understanding of classes and methods.
	Else-If Statements and For Loops.
	Probably methods
	How to do basic math in java because i can write a code that could help me with my basic needs.
	All of them will be useful
	Almost all the topics besides maybe Pictures. But then again, I do not really know.
	Classes, objects, methods
	Basic programming to make an easy, menial job go by faster.
	general programming skills
	Going over simple algorithms because it is basically problem solving
	mmmm..... im not majoring in this...
	Learning the Java language; its a useful job skill.
	Lectures relating to the homework where we had to create a zombie game.
	Again we learned such basic skills that it all seemed relevant if you want to continue with programming.
	probably the basic logic structures and algorithms, I can come in helpful when problem solving.
	probably loops, incase I ever need a tool to do weird calculations.
	I think the concept of dividing a coding problem into smaller, more manageable parts via classes would be most useful, even when looking at a problem not directly related to programming.
	The scheduler homework, it is relevant and helpful.
	algorithms and breaking a problem down into smaller steps
	everyone
	Methods. divide and conquer was very helpful
	In all honesty, the entire course curriculum will likely be useful in the future. Since an overall understanding of CS requires an understanding of many subtopics, I believe that each topic/lecture is of high importance.
	I found all the different loops to be useful.
	Most likely primitive types because that is stuff that can be used in many different types of programming.
	Organizing and getting information from websites like Lou's List is probably going to be the most useful topic for us to know.
	For loops

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think classes/objects will be the most useful for the future.
	All of them.
	Probably classes, methods, image manipulation, gaming.
	Writing different types of methods
	Classes and methods; the loops, if-else statements; using arrays and array lists; photoshopping in Java; making a simple game
	The image manipulation lectures seemed useful.
	Writing methods - taking in data from files and working with it - I can see how this can be applied to many different fields and make my life much easier
	The new way of thinking that comes along with computer science
	Recursion Loops
	Probably the topics relating to files and pictures since they are somewhat applicable to everyday life.
	Just basic Java/Programming knowledge.
	I believe, given my level of understanding of the various topics, I will find methods most useful.
	methods and class
	The algorithms behind search and sort methods. Because computers are largely used to sort massive amounts of data into an understandable layout for scientists.
	I don't personally think I'll find anything extremely useful in the future, but I guess the schedulizer homework was most useful since I could potentially use it to plan courses in the future.
	Objects and classes because it gave me a way to understand how programmers create objects in object oriented languages like characters in video games.
	I think the only way the topics are useful if they are used together to write more complex programs.
	algorithm
	Basic Programming
	Everything that we learned was geared towards making the students understand the fundamentals of java programming. I can honestly say that pretty much everything we did was useful and will probably be useful in the future.
	Generic understanding of programming and how its used
	Loops and recursion, since they appear to be the basis of many things
	Classes and Methods
	Classes and Methods
	class, method
	Reading files for certain information will be useful for data mining.
	methods. The process of breaking a problem down in to smaller pieces to solve is essential to engineering and basic logic problems
	Java language as a whole
	I'll probably find the basics most useful in the future as I'm not majoring/minoring in CS.
	Pretty much all of it because I'm majoring in CS!
	Lou's list because I can use this program after I am done with the class
	methods, just ways to break problems down
	Loops
	Loops
	Image manipulation

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Collectively all lectures provided a deeper understanding of abstract problem solving. The class in general is not only programming but problem analysis that could help in any curriculum.
	I think that learning methods/classes and loops are the most useful because loops allow one to iterate constantly over material through writing just a few lines of code (see the comparison between Caesar's cipher in the form without the loop vs the form with the loop). Methods and classes are extremely useful because they allow one to break up the code into smaller pieces and allow for code reuse very easily.
	I think the image manipulation is cool and would probably be something I would use in the future.
	Everything could be useful in some way
	I think the url and image manipulation is most useful. It has the most real world application.
	Reading files
	I think the basic understanding of CS will be the most useful in the future because it allows me to think about any object as a program. Which is neat and while not always useful it will have its moments of necessity.
	Methods and classes, because I got a better idea of how programs truly work beyond simply putting everything in a main method and computing a given algorithm.
	Algorithms- I think that understanding some basic algorithms will be useful in learning more.
	Advanced I/O I think.
	All of it! If I go into research it will be a really good skill to have.
	- methodical algorithmic problem-solving - reading websites - reading csv files
	Methods/classes
	See 5.
	Class interactions
	efficient coding
	File I/O seems like it will be useful in real life application.
	Not really any- while I see how programming is useful for some, I do not plan to use it in the future/see how i would use it
	None because I am never coding again. I'm truly sorry.
	recursion
	Loops, because of there wide applications to many problems
	I think everything except the imagine manipulations and bit writing stuff was pretty important.
	I do not think that one thing in particular is the most useful. I really learned a lot in the course.
	It's tough to pinpoint one and say that's the most important. They all build upon each other. It's like saying "that's the most important brick in the wall"
	Loops and arraylists
	all of it. object oriented programming definately
	if/else statements because they will come up in future classes.
	Hopefully all of it for the upper level computer science classes
	I guess the initial lectures were probably the most helpful for the future since if I use code again it would probably be for something pretty basic.
	how to manipulate and organize large portions of data
	Classes, methods, image manipulation, objects, Array Lists
	The classes and methods lectures because they helped me truly understand object-oriented programming in a way that I could not grasp earlier.
	All of it was. It really helped my understanding of Computer Science, and I feel that's a valuable/useful skill regardless of your major.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	All of them Nothing, really. I think the information I learned about classes and writing methods will be the most useful to me. Also the logic of computer science will help in other things. I think the theory about explaining how Java works as a language is most useful for the future. I think I will find loops and recursion to be the most useful in the future, because even if I don't continue with computer science, I feel I will be comfortable enough to write small programs to help me perform monotonous, repetitive tasks more quickly. None unless you go into the CS field. probably the image manipulation All lectures/topics will be useful in future CS courses. I think the most useful topic in the class was probably classes and methods. My better knowledge of programming overall. Creating classes. Python lou's list hw Reading files and doing something with the input. It is also cool to understand how photo editing software works! Recursion. The lecture learning about the different sorting and searching methods was useful. I think the fundamentals we learned throughout the semester will help me understand and appreciate computer science in the future. none. maybe the concept of an algorithm Loops in general, since they can be applied in so many ways. Math in Java, Lue's List In general, the concept of working with classes and objects, and splitting up the components of a solution into different methods will probably help me most in the future by giving me a different way of approaching a problem, whether its related to CS or any other engineering topic. I don't see why it is useful to do all this picture manipulation but that may just be because I don't want to do the homework. Loops.
7. What lecture/topic(s) in this class "did not work" or were not seen as useful in the long run? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-1110-002, Sherriff, Mark Total: 218 Individual Answers: *See below for Individual Results*
	All the topics could have been applied in some way for programming. It was all nice and dandy in the beginning; however, the difficulty levels were increased in such a rapid manner. It was first of all very discouraging. I understand we only have a semester to learn CS, but the transition, from easy to more complex, should be handled a little better in the future. Recursion, I do not quite understand recursion. Switch statements in general seemed fairly useless. While Image Manipulation was interesting, it didn't seem that useful in the end. None, at the moment. short cuts

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	N/a
	Arrays
	Arrays
	cant think of any
	Everything seemed to go together nicely. There wasn't one particular thing that did not seem useful except possibly arrays.
	sd card
	Methods/classes because the lecture came at the wrong time. We had homework 4 and we had to know methods/classes for that so I read the chapter, then class was worthless for 2 weeks (after the homework was due).
	recursion. i'm still pretty unclear on that
	While Image Manipulation was cool, I didn't really understand why it was useful.
	Zombies
	Definitely the image manipulation. I don't see the point to why we were learning it
	Image manipulation.
	Recursion and fractals.
	I'm sure everything that I learned in this class are going to be useful since elements of computer science can be used everywhere.
	The lecture where we had to look through a corrupted sd card seemed too rushed, and I personally did not feel like I grasped the material in the lecture.
	Image manipulation probably won't be useful in the long run.
	Most of the material was useful.
	I thought most of the topics were useful.
	fractals
	fractals
	Nothing
	I don't like recursion. Advanced I/O is difficult because I have very little experience with a topic that seems so brand new and foreign to me (and since I won't be taking further CS classes, knowledge about advanced I/O won't be too useful for me).
	No such thing?
	That horrible objects lecture, so incredibly useless. It would be better to just explain it rather than use an unnecessary analogy.
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	N/A
	Nope, everything seems pretty useful.
	i didn't like hw4 and hw5 since they were mostly 'fill in the blanks' rather than build your program from scratch. i enjoyed way more hw 1,2,3, and 6.
	I still do not understand recursive methods.
	Ceasers dycription

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I/Os because I didn't really understand/people didn't seem to care by the end of the year.
	Arrays but not ArrayList
	For me personally, I don't think any of it will be useful to me because I am planning on never writing another line of code for the rest of my life.
	Everything is useful for CS
	hex reader....
	Skipping python was a mistake.
	No lectures stand out.
	making UML diagrams
	The Lou's List Homework was just confusing. Did not help me in the long run.
	None really. However, around and after homework 4, I had a hard time keeping up with class.
	Image manipulation was fun, but I can just do that on an image editor. Unless I end up programming for the people who write photoshop or something, learning python would probably have been more useful
	I do not believe that there was a topic that was a waste of time.
	Recursive methods
	Recursive methods
	NA
	fractals and recursion; I didn't ever really understand them, though
	its all useful
	I thought that the algorithm in HW4 when it came to doing Lou's List was over our heads or at least when it came to making every single combination of schedules
	recursions
	It all seemed relevant.
	They were all useful, I just found it hard to understand some of them.
	I think we kind of glossed over recursion with images a little fast...didn't have as good of a foundation as it should have.
	Pair programming was a little annoying, but I suppose I can just knock that up to my personal working style. Didn't work for me, but nothing I'd really suggest changing.
	The last few discussions on reading and interpreting binary code and putting it into hexadecimal format.
	I can see the topics as useful for CS majors, but less applicable for other types of engineering like mechanical or civil.
	Image manipulation. I would have MUCH rather preferred learning Python or Ruby.
	Can't think of any
	The more detailed information about the computer hardware/software. I just wanted to code, not build computers.
	picture stuff
	programming a zombie game and calculator
	I thought that the whole class built on itself. Therefore, it was all useful.
	The zombie game was really a waste of time for me. I don't like video games, and I thought the hw, though creative and interesting, was too challenging.
	Recursion, since it takes so long to run.
	I don't really like the chases lectures or "puzzle" lectures, i don't think they are particularly useful.
	image work was rather confusing to me

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	JOptionPane methods were never really used.
	recursions. it didn't make any sense to me. don't understand how it can be used realisitcally.
	Image manipulation because we already have programs that do these things for us.
	I think image manipulation was fun, but I think it may have been to specific to really be very useful.
	None
	None
	None
	None
	None
	Image creation topics Advanced I/O
	Random assignment we did in class
	Some of the homework was too difficult and made it difficult to really learn all of the material.. IT was just too much in an introductory class.
	The subjects covered at the very end (image manipulation and advanced IO) felt rushed and useless. I wish we could have touched on the basics of Python.
	Array lists and methods
	The photoshop section was probably the least helpful for the class, I would have rather learned how to code a little with Python, which was originally on the curriculum.
	The ones that went too fast to follow
	i'm not sure
	arrays. seems like you could just use arraylists
	don't know
	Recursion!!
	The topic of recursion was gone over quickly for the difficulty level and thus, because I don't fully understand, I do not find it very useful for long term application.
	Running everything in a console window does not seem realistic. I wish we did more design.
	None.
	None.
	None.
	None.
	Given that I knew (and know) very little about computer science in general, I am not sure which topics are not useful because I still do not have much of a basis to judge this. I thought that all the topics were relevant, even though I wished that we spent more time on/started classes and methods earlier.
	Yoshi's Chase. I do not think it was explained well at all. No one around me had any understanding. What I submitted was nonsense.
	the frisbee lecture
	the lecture about manipulating pictures
	The fractal images were something I thought did not work.
	n/a
	n/a
	n/a
	n/a
	n/a

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I don't know how I will use any of this in the future.
	Image manipulation
	Image manipulation
	Image manipulation
	Image manipulation
	I don't think there were any useless topics (recursion is kinda silly, but there wasn't that much unnecessary focus on it, so it's ok)
	Anything after recursive methods, mainly Advanced I/O, and mainly because it seemed it just flew over everyone's head.
	Most of the material
	yoshi's chase and img manipulation
	advanced i/o
	How to model objects does not seem that useful to me.
	I think they were all fairly useful.
	Image Manipulation, mostly because it was not explained fully enough.
	too soon to say - not sure what will not help in future
	File reading does not seem very useful. I understand why we learned the subject, but it is too complicated for me to use in the future.
	Reading files
	not sure
	The ArrayList lecture was bad.
	because we were taught a lot of basic concepts of computer science, i don't think there are any topics that were not useful as they all seem essential to basic coding
	N/A
	Recursion
	Recursion
	Recursion
	I can't think of anything I don't think will be fruitful.
	I don't think the HW that had to do with red pegs and white pegs was helpful. I didn't learn anything from it. It was just frustrating.
	The complexity of the tests
	image manipulation. To be perfectly honest, we were just told that different things did this or that. no basis behind the knowledge, which makes it that much more difficult.
	I thought the lectures were very useful.
	Recursion
	Perhaps I'm ignorant, but recursive methods seem redundant.
	Homework 4 was WAY to hard.
	Advanced I/O
	I thought most of the stuff was pretty useful.
	Pulling website addresses
	none
	none

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	none
	none
	none
	none
	none
	none
	The fractals stuff really didn't mesh well with me and I didn't see it to be exceptionally useful.
	None that I can think of.
	No lectures seemed useless.
	recursion
	recursion
	recursion
	recursion
	recursion
	recursion
	fractals
	fractals
	I didn't think the Lou's list project was useful. It was annoying.
	I did not understand recursion at all! I think recursive methods should have been explained better with less emphasis on the complexity. I did think that Sherriff did explain what each type did very well but he did not teach very well the actual coding of it.
	The chases that we did were not useful. They took longer than the class period and created conflicts. It would be easier to just explain to us the information in lecture form.
	I thought the lecture on bubble/merge sort etc. was kind of muddled and confusing because there was too much going on and I ended up not understanding the concepts.
	Recursive
	hello world
	The programming photoshop
	I never fully understood recursive methods even after attending office hours several times for it. It was never explained very well.
	Everything seemed very useful.
	i was personally confused on recursion while trying to use the turtle; the methods with recursion made sense (like on coding bat), but using it on the turtle to do things never made sense, and even in lab the TAs would explain the big picture of recursion, but the turtle never made sense
	most of the stuff following classes was way over my head.
	I think all the topics are potentially useful.
	HW4
	I didn't like recursion.
	Images was interesting, but maybe not as useful.
	Image manipulation; it was cool...there are just enough programs out in the world to do image manipulation without coding.
	Everything after For loops. I understood nothing after this was taught.
	Image manipulation is an interesting topic, but I don't think i can make something that would meet my needs better than a professional program (unlike the other topics which i can tailor to my specific needs).

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I found using recursion in order to draw certain pictures was very unuseful, particularly because I never understood it and it wasn't taught very well to me. Reading the binary files. The chases because since I didn't really understand the material or code I was supposed to be writing, I felt like I was thrown out to find these different riddles and ended up failing and not learning what I needed to. The photoshop programs I thought serialization wasn't given adequate attention in class. Image manipulation..for some reason, I could never get my computer to run any of these programs. HOWEVER, I think this is useful. Image manipulation was hard to understand Recursion (but mostly because I don't understand it yet) Getting files. Recursion was glossed over without any need further down the curriculum (from what I heard) I felt that every topic in the class was relevant and useful in the long run, either developing my overall knowledge of cs or having a direct application in the long run I wasn't a big fan of recursive methods, because we can just use for loops or something that is easier to think of. The GPS The lecture about convolution and using a matrix for image manipulation all of them are useful in the future This question is a bit difficult to answer because depending on one's goals various lectures / topics may come off as useless. I think everything has its place in the lecture because the class is taught to such a wide variety of students. Homework 4 did not work. Particularly 6b was too challenging without the knowledge of recursion. While loop Honestly, I am not really sure when I am ever going to be using code again but I enjoyed learning it. Even if I was terrible at it. I can see how recursions might be useful in the future, but I did not like them (or fully understand them). all of them, since I'll probably never program again in my life. For me it was homework 4. I feel this homework just took way to long and was not well explained. Also, after finishing it, I was still very confused about the material and I do not believe that much of what was seen on that homework will be seen in the future. Last topic done in the last class seemed very rushed and insignificant in the big picture The Lou's list project was a huge jump from the other homeworks and I had to go to office hours so often I felt that I didn't get as much out of the project as I could have. As far as I know I've been able to grasp and use every concept we've covered, none of it has really felt useless. I thought "methods" topic being taught until after HW4 was due was a big mistake in that no one knew what was going on and the logic behind what we were doing. the frisbee one None that I can think of I don't think I will write Java ever again. The lecture that "did not work" was the one on UML diagrams. but that's just because I don't plan on continuing to program. For the span of this course, I didn't help my understanding of the knowledge anymore.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

The last two days of class before the review concerning advanced input and output were extremely confusing for nearly everyone. I can see that the idea might be useful for more advanced coding, but it felt overwhelming and out of place for the last two days. I couldn't read the textbook to find out information, and it just wasn't clear how we were supposed to do our assignment.

Every topic was taught well, the only thing I have trouble with is recursion. It was explained many times, but i guess nothing clicked with me on how to think recursively

Lou's List homework

Recursion is a difficult topic and I have not used it yet.

none of them!

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-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
244	3.92	0.85	43 (17.62%)	61 (25.00%)	43 (17.62%)	6 (2.46%)	0 (0.00%)	91 (37.30%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
406	3.91	0.90	74 (18.23%)	94 (23.15%)	72 (17.73%)	8 (1.97%)	3 (0.74%)	155 (38.18%)

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

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
244	3.65	0.89	27 (11.07%)	65 (26.64%)	51 (20.90%)	14 (5.74%)	1 (0.41%)	86 (35.25%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
405	3.69	0.93	52 (12.84%)	94 (23.21%)	82 (20.25%)	20 (4.94%)	3 (0.74%)	154 (38.02%)

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-002, 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)
246	0 (0.00%)	5 (2.03%)	63 (25.61%)	54 (21.95%)	29 (11.79%)	95 (38.62%)

Results for SEAS, 1000-level courses

Total	Every lecture (NA)	Nearly every lecture (NA)	Whenever I needed to review a topic (NA)	Only when I missed a class (NA)	Randomly just to see what it was like (NA)	Never (NA)
410	4 (0.98%)	6 (1.46%)	87 (21.22%)	97 (23.66%)	46 (11.22%)	170 (41.46%)

11. How would you rate the availability of TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
245	3.04	0.83	77 (31.43%)	112 (45.71%)	48 (19.59%)	6 (2.45%)	2 (0.82%)

Results for SEAS, 1000-level courses

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

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
244	3.09	0.84	83 (34.02%)	112 (45.90%)	38 (15.57%)	9 (3.69%)	2 (0.82%)

Results for SEAS, 1000-level courses

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

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-002, Sherriff, Mark

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
245	36 (14.69%)	63 (25.71%)	67 (27.35%)	40 (16.33%)	39 (15.92%)

Results for SEAS, 1000-level courses

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

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

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-002, Sherriff, Mark

Total	Individual Answers
153	*See below for Individual Results*

On big assignments, we need more of them

The TAs always seemed willing to help.

Kevin and Jim are awesome!

no

no

it's important that a TA not only knows the material well enough that they can do the work and get a good grade, but also that they understand the material well enough to be able to explain it and i can't say that every TA knew the material well enough to explain.

having to wait about two hours to get a Tas help is a bit ridiculous

Some were better than others at giving helpful hints in the right direction.

Very helpful and knowledgeable

Too busy at office hours

Dan was great TA. Experience is truly an invaluable asset.

Some TAs where very helpful and approachable, but others were very unhelpful and sometimes mean when trying to get help on either the labs or the homeworks.

Most are brilliant and are extraordinary individuals. Others show up very late to their office hours and are not very helpful even when they are there. Over all i was very pleased with the quantity of TA's and helpfulness of the TA's (especially in the later HW's)

TA's at office hours were extremely helpful.

Some of them didn't know anything (and were very arrogant) and I had to wait for the ones I knew were good.

Kevin is cool!

They are awesome

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Try to figure out how deep individual student's misconceptions lie. There were times where I was so confused about what was going on I barely knew what questions to ask. Definitely try to get to the root of misunderstandings.
	They were very helpful.
	JIM IS THE BEST!
	I really like how they worked to actually help me understand the material or problem, rather than rushing through an explanation and moving on to the next person in the office hours queue.
	thanks for your patience
	There should either be more TAs per lab or the TAs should spend less time with one group. Lots of people would have the same question in lab but only a few wold actually have their question answered.
	They are very patient and very helpful. Thank you TAs! :)
	N/A
	N/A
	N/A
	They are remarkably helpful especially considering the unstructured nature of many of the questions asked. Terrific work!
	The TAs were really helpful!
	It would be nice if they can explain it a bit more instead of just showing us the answer.
	In lab, the male TAs tended to give preference to groups of girls, rather than who asked for help first.
	Sometimes it was difficult to get help from a TA if a lot of other people were waiting in the queue in office hours, and also in lab. I would sit with my hand raised for a long time in lab before a TA got a chance to help me.
	Some were fair, others were cranky. The usefulness really varied since there were so many.
	Great
	Jim is awesome!
	Generally very helpful. There were some TAs that just could not explain the material in an understandable way, but each was approachable and helpful to their abilities.
	I thought they were very useful resources during the homeworks!
	Some were great; some were not. Actually, I had this written up a few weeks ago and I might as well share it now: So far Iâve had a great experience with CS 1110. The lectures are educational (and enjoyable), the homework has been thought-provoking and challenging, and the speed of the course is agreeable. Iâve also been to office hours many times and the TAs have always been on point and super helpful. However, Iâve had an office hour experience where the TAs did not seem to want to help. Let me step back and say I do not want to generalize. Of the many TAs there, there were TAs that were very helpful. But others did not want to listen to my questions and spent time degrading me, telling me that that the assignment was supposed to allow me to think on my own, when I was asking them a conceptual question to understand something and was not trying to seek an answer or solution. Further, they could not seem to focus and many of them made it very obvious they did not want to help at all (as shown by the fact that they would start playing rock-paper-scissors whenever someone joined the queue. The loser had to go help). Overall that experience was one of the worst Iâve had at UVa so far and itâs a big disappointment for me as the TAs seem highly qualified. Even though they are qualified, they were not interested in doing their job. They were not helpful, jumped to conclusions, and was more interested in enlightening me about how theyâve had much challenging homework than the one I was trying to accomplish. Now, I know the name of the two TA's I am talking about. But I don't want to share, unless asked to.
	Condescending at times, but still helpful.
	They were amazingly helpful. More people should be encouraged to go to office hours.
	nope.
	Jim is the man.
	They are great
	No.
	No.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	the kinda pudgy guy with short black hair is the best
	Jim is the man! really knowledgeable and a big help.
	We probably need more TAs to schedule hours in the week before big homeworks are due.
	All the TAs were very intelligent and knowledgeable, but Kevin was the only one I felt very comfortable asking for help.
	They were helpful and seems to know what they were doing.
	Office hours at Thornton are too packed. There's not enough TA's for the number of people there. But overall, most (but not all) of the TA's were helpful. Especially Kevin: he's the man.
	There were definitely some TAs that were more helpful than others. Some TAs knew the material, but struggled with how to convey the concepts to students.
	Stephanie and Andrew were excellent. They were always super helpful and kind to my partner and I. We were definitely struggle busing and they were a tremendous blessing.
	Some were more helpful than others. Some would actually look at the code while others would simply ask you to describe what you were doing which could be difficult sometimes.
	Some of the TAs were really awesome and helpful! (like Kevin and John!)
	Kevin is awesome! He really stops and helps you learn each topic rather than saying things that go over your head and moving on or telling you exactly what to type.
	None
	During days before a big homework is due it would help if more TAs were there.
	The TAs were usually pretty helpful, but not always.
	Thanks for all your hard work this semester! Getting up early every Thursday isn't fun, but thank you for doing it anyway!
	Naw
	they were good
	Nope
	Very good, very available.
	No
	No
	n/a
	n/a
	only one of the TA's in the lab was helpful. the one with the nasty long hair was no help at all!
	Jim Roberts is the best.
	The majority of the TA's were very helpful. However, there were some that I feel were not as helpful as others. Some TA's would say one thing while others would say another, and eventually they would both contradict each other, so it wasn't easy to understand what was going on sometimes. Also, while I believe the queue is a good idea, it is still very hard to wait for a TA for so long. I know that for HW 4, my partner and I waited for over 4 hours for the help of a TA.
	paul and Courtney are adorable together.
	I loved Dan!! Stephanie was also great-- she really put in a lot of time at office hours for HW 5. But seriously, Dan's the man.
	TA's are the best! Casey and Jim were very helpful!
	Some were terrible, some were very helpful
	I felt that it was a little difficult to find the email for a TA for your particular lab section for lab or partner related issues.
	They have a lot of programming experience obviously, but sometimes it was intimidating to go to them because a few of them came off condescending when we didn't know how to do something.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	TAs were as helpful as they could be during office hours, so I appreciated that especially since it gets so busy. However in my lab section there was one TA who would openly talk about how the students couldn't grasp a concept and was dismissive in general even though he was only one or two years older than most of the class.
	Some didn't help much...
	Great help for homework and lab assignments.
	They are helpful, but sometimes we have to wait for too long to seek for help on our homework.
	I liked my particular TAs in lab and found them helpful, but some TAs were very rude in office hours and expected you to automatically know the material/ have a ton of previous knowledge.
	Hunter was hard to work with because he basically told us what we already knew. He didn't help with actually forming code from the algorithm
	THe TAs are both very knowledgable and very willing to help.
	TA Hunter was AWESOME!! Was always SO helpful and would not just sit there and tell us the material, but would actually take the time to come the board and show it to us and write it out and demonstrate exactly what was happening. Perfect for a visual learner.
	TAs were very helpful during lab sessions.
	some TAs were very helpful with the homework, but others were very vague and tended to just repeat what the directions on collab already said
	They are wonderful!
	Kevin Wheelan is the best TA. He is always enthusiastic about the material and is an excellent teacher.
	They were always willing to work with me, Thanks guys!
	when they showed up, they good
	TA's were all nice and helpful and awesome. Only have good things to say about them.
	Nope
	Often the TAs gave conflicting information. Make sure that they are all on the same page for each assignment.
	none
	Foreign TAs were much less helpful.
	Great job Jim!
	No.
	The TAs were very helpful during homeworks as well as during lab. Very fun and informative.
	Some really knew what they were doing. However there were some that had no clue. Some acted like divas when you asked them questions which was really frustrating.
	Office hours could have been more spread out to cover the end of the week as well- we work on Thursdays and Fridays too! TA's were nice and useful, although often had conflicting information. Although I understand this is unavoidable with such a large class, but it was sometimes drastic and assignments became unclear.
	At times, the TAs did not have a mutual agreement on certain things. This led to much confusion on assignments and my partner and I both wasted much time trying to figure out which algorithm to use.
	Loved Dan, Hunter, and Jim!!!! Very helpful.
	I think they were very enthusiastic about their role
	Office hours were often over packed. Also, there were numerous times I would show up to office hours and no TA would be there to help. The queue would be closed
	For the most part they were very friendly and willing to help you out when you ran into trouble.
	Many of them were very helpful, however some of them clearly did not understand how to help with homework problems or what caused issues when working on the homeworks
	Jim = A Hunter = A+ Courtney = A
	They were very helpful, I wish they had more hours if that was possible.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Some were very very helpful and knew what they were doing, while others had no idea
	I thought the TAs were great!
	Courtney M was extremely kind and helpful to me when I submitted a regrade request for HW 4! John M was my weekly lab TA- he is absolutely awesome! Super patient and super intelligent. Had a great experience in section 105 this semester!
	JOHN IS AWESOME! He is super nice and extremely helpful. In general, I found the TAs to be helpful and accessible, and I wouldn't have been able to finish all the homeworks without them :)
	I LOVE JIM ROBERTS! He always knew exactly what was wrong with our program, and if he didn't, he figured it out very quickly. Furthermore, Jim is really friendly and approachable. In retrospect, TAs are a large part of my CS experience, and Jim was the best! Casey is also very good!! She's patient and explains the concepts very very well. She's the best at explaining how you should approach the problem.
	Some TA's would straight tell you the code and others would try to help you. I don't know which I prefer.
	They're amazing! It's too bad they're stretched across so many students, especially during office hours. Some TAs are more approachable than others.
	Very willing to help with the basics and also discuss more advanced topics. Very approachable.
	Some TAs in the lab were unaware of the assignment and therefore, were not much help when the assignments got more difficult. Majority, however, were very helpful
	They were all very helpful and patient with me when I didn't understand something that I should have.
	Sometimes, they weren't very helpful -- in lab, they often expected you to know how to do something that we have not yet learned.
	They really range on a continuum. The experienced ones are very good some of the newer ones just look at you like an idiot when you ask them questions.
	Reply the questions on Piazza very soon and excellent
	they were good!
	nope
	nope
	sometimes they were frustrated easily and unapproachable
	I believe that the hours TA have should be increased or decreased according to the assignment deadlines
	Most of the TAs were great, and super helpful(!!!!!), but there were a few who were really condescending, didn't show up for office hours, and were just generally not helpful and occasionally rude. There were really only 2 or 3 that I had this problem with however.
	TAs were wonderful.
	I LOVE STEPHANIE COLEN AND CASEY HUANG! <3
	I am sort of indebted to a lot of the TAs-- I really appreciate how helpful and patient they are with me, a computer science novice with lots of questions about basic material. It was extremely useful having so many TAs available, especially in respects to HW 4 and HW5. I doubt that I would have been able to do HW4 without their help and explanations. I also really appreciate the fact that the TAs and Professor Sherriff grade the tests so quickly.
	My TA Kevin (i think thats his name) was extremely helpful in particular. He once stayed late during lab to help us work on HW4.
	The system of gettting help from T.A.s is very poor. Almost every time I went I always had to wait for 2 hours to get help from a TA. This is the only class that every happened with. I know availibility is poor, but something should be down to fix that (more TAs different times, etc)
	Jim was the most helpful for me.
	Need more TSs, not enough help to go around
	Some much better than others. I was displeased with the condescending tone of some of the TAs. The whole reason people are in office hours in the first place is because they need help with the material, so why should we be expected to have the CS knowledge that they do?
	They were usually really helpful and good about not giving me the answer but setting me down the right path to getting there.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

During lab, several of the TAs didn't seem to know what the lab was even about. Most of the time they were effective, but there were plenty of times that they left me more confused or frustrated than before.

good men

They knew their stuff and were usually able to help with stuff even if it was outside of what we were learning

The TAs were very personable and kind, always walked you through what you did wrong and tried to point you in the right direction for completing a task at hand.

They did a great job helping me learn and being patient with the topics I did not understand.

The TA all work in a different for and that is just because with CS there are so many ways to do one thing. However, this is a major fail. It happened to me so often that I would wait in the queue forever and when a TA came around he/she would tell me THAT what the previous TA told me to do was not the proper way to do a certain thing. At the end of the day I was more confused than ever.

TAs were good in the sense that they were trying to make us figure out the answers and guiding us towards it without giving us the answer directly. But at some situations where we didn't really know how to code certain things like in HW4 because lectures for methods topic was after the homework, it was frustrating trying to figure out what was going on with the TAs not being helpful.

This is one of the only classes that I always knew when and where the TAs would be. Unfortunately, office hours was always so crowded. I would go and sit for one hour and I would have one question answered, and of course, I had about a million and one questions. I think more TAs were needed.

not really

Steph and Courtney are awesome!

KEVIN IS AN AMAZING TA. He never straight gives you the answer, but he helps to make what was previously arcane into something manageable, understandable, and even enjoyable. Keep this guy around and give him a raise.

You guys are awesome!

Loved the program to stay in line

detailed, fast responses on Piazza were lifesavers for homework and labs

They were great!

They were good ... wish they had hours on fridays and lab days

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

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-002

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
241	4.34	0.69	108 (44.81%)	111 (46.06%)	18 (7.47%)	4 (1.66%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1569	4.22	0.83	642 (40.92%)	714 (45.51%)	149 (9.50%)	39 (2.49%)	23 (1.47%)	2 (0.13%)

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

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
244	4.39	0.77	130 (53.28%)	88 (36.07%)	19 (7.79%)	6 (2.46%)	1 (0.41%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1597	4.24	0.93	732 (45.84%)	571 (35.75%)	137 (8.58%)	67 (4.20%)	30 (1.88%)	60 (3.76%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-002

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
245	3.82	1.27	90 (36.73%)	89 (36.33%)	20 (8.16%)	25 (10.20%)	21 (8.57%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1583	4.01	1.04	575 (36.32%)	688 (43.46%)	146 (9.22%)	112 (7.08%)	62 (3.92%)	0 (0.00%)

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

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-002

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
246	4.40	0.76	132 (53.66%)	88 (35.77%)	18 (7.32%)	8 (3.25%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1580	4.10	1.00	640 (40.51%)	588 (37.22%)	188 (11.90%)	89 (5.63%)	40 (2.53%)	35 (2.22%)

19. The textbook increased my understanding of the material.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-002

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
244	3.42	1.11	40 (16.39%)	81 (33.20%)	66 (27.05%)	35 (14.34%)	14 (5.74%)	8 (3.28%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1580	3.38	1.15	236 (14.94%)	467 (29.56%)	384 (24.30%)	193 (12.22%)	109 (6.90%)	191 (12.09%)

20. The course material was well organized and developed.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
245	4.16	0.86	96 (39.18%)	110 (44.90%)	23 (9.39%)	15 (6.12%)	1 (0.41%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1595	4.14	0.93	627 (39.31%)	673 (42.19%)	139 (8.71%)	89 (5.58%)	29 (1.82%)	38 (2.38%)

21. The instructor was knowledgeable about the subject matter.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
244	4.61	0.59	159 (65.16%)	78 (31.97%)	5 (2.05%)	1 (0.41%)	1 (0.41%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1596	4.50	0.74	942 (59.02%)	488 (30.58%)	81 (5.08%)	19 (1.19%)	15 (0.94%)	51 (3.20%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

22. The instructor was well prepared for class.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
246	4.59	0.60	158 (64.23%)	78 (31.71%)	8 (3.25%)	2 (0.81%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1596	4.48	0.70	886 (55.51%)	544 (34.09%)	82 (5.14%)	20 (1.25%)	8 (0.50%)	56 (3.51%)

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

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-002

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
245	3.09	1.22	18 (7.35%)	37 (15.10%)	40 (16.33%)	25 (10.20%)	18 (7.35%)	107 (43.67%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1584	3.65	1.13	262 (16.54%)	343 (21.65%)	273 (17.23%)	78 (4.92%)	64 (4.04%)	564 (35.61%)

24. The grading policy was fair.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
245	4.13	0.89	93 (37.96%)	111 (45.31%)	26 (10.61%)	11 (4.49%)	4 (1.63%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1597	4.01	1.01	560 (35.07%)	658 (41.20%)	196 (12.27%)	102 (6.39%)	48 (3.01%)	33 (2.07%)

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

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
244	4.44	0.71	134 (54.92%)	89 (36.48%)	16 (6.56%)	5 (2.05%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1596	4.38	0.77	783 (49.06%)	605 (37.91%)	105 (6.58%)	24 (1.50%)	17 (1.07%)	62 (3.88%)

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

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
245	4.57	0.70	160 (65.31%)	72 (29.39%)	9 (3.67%)	1 (0.41%)	3 (1.22%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1588	4.32	0.86	781 (49.18%)	530 (33.38%)	141 (8.88%)	46 (2.90%)	19 (1.20%)	71 (4.47%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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

~

Question Type: Multiple Choice

~

contributed by Office of the Provost

Results for CS-1110-002

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
245	1 (0.41%)	65 (26.53%)	116 (47.35%)	44 (17.96%)	19 (7.76%)

Results for SEAS, 1000-level courses

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

28. I learned a great deal in this course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-002

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
245	4.29	0.85	122 (49.80%)	84 (34.29%)	29 (11.84%)	9 (3.67%)	1 (0.41%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1575	4.03	1.08	638 (40.51%)	577 (36.63%)	194 (12.32%)	101 (6.41%)	65 (4.13%)

29. Overall, this was a worthwhile course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-002

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
244	4.19	1.01	121 (49.59%)	75 (30.74%)	28 (11.48%)	14 (5.74%)	6 (2.46%)

Results for SEAS, 1000-level courses

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

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

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
242	4.41	0.65	117 (48.35%)	111 (45.87%)	10 (4.13%)	4 (1.65%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1593	4.28	0.79	700 (43.94%)	702 (44.07%)	142 (8.91%)	34 (2.13%)	15 (0.94%)

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

~

Question Type: Likert

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contributed by Office of the Provost

Results for CS-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
246	3.84	1.01	69 (28.05%)	99 (40.24%)	54 (21.95%)	17 (6.91%)	7 (2.85%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1600	4.09	0.93	617 (38.56%)	627 (39.19%)	262 (16.38%)	67 (4.19%)	27 (1.69%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

32. Overall, the instructor was an effective teacher.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
245	4.28	0.88	121 (49.39%)	85 (34.69%)	28 (11.43%)	8 (3.27%)	3 (1.22%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1604	4.21	0.94	752 (46.88%)	572 (35.66%)	184 (11.47%)	64 (3.99%)	32 (2.00%)

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

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Question Type: Short Answer

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contributed by Office of the Provost

Results for CS-1110-002

Total	Individual Answers
137	*See below for Individual Results*

Good course

Sherriff makes the material fun and interesting. I have more confidence in my coding skills and my ability to learn how to code. I plan on teaching myself some other coding languages in the summer.

In class, I'm not sure exactly how to do this more effectively, but being able to see every line of Professor Sherriff's code would provide a massive improvement to helping students understand the material. There were several times throughout the year, where due to several reasons, As a student you would fall a little behind, or not understand something, and because you couldn't look at the rest of his code to see what he had as opposed to what you had, it was virtually impossible to catch up

Really enjoyed the class. Felt like it was the only class where i was constantly learning something new. i've never taken programming before. you are a very good teacher and made it very fun to be in class or working on assignments. Never felt like anything just dragged on. You've really played a big role in steering me towards computer engineering/ computer science

best class of the semester, fun and useful

A lot of the homework seemed to be more focused around puzzle-solving than knowing what certain things in java were. It was also hard if you had never taken a CS class before.

Overall, Prof. Sheriff was a very effective instructor. He consistently was prepared for lecture with well-organized material and clearly had EXTENSIVE knowledge of the subject matter. He also made the lectures very enjoyable and interesting. However, he was very unapproachable when working in small groups or one-on-one. His responses were almost always pretentious and condescending. This can be quite frustrating when I truly am having difficulty with the material and he makes me feel like an invalid. I am normally not one to complain about the attitudes of my instructors. As long as it doesn't hinder my understanding of the material and success in the class I frankly don't care. But in the case of Prof. Sheriff it did affect my overall understanding, and could even be considered somewhat unprofessional. I had rarely received adequate help from him directly; most of the time it seemed like he just really didn't want to help me with such "simple" concepts. As a result, I generally went to the TA's for help outside of class. If prof. Sheriff would try to work on this issue a bit, it would make the experiences of future students that much better.

Great course!

Interesting class

This should be a 4 credit class

thanks

Fantastic intro course, for the most part. HW4 was a tad overstepping, but other than that, the assignments and tests were fair and rigorous. Sherriff is by far the most engaging and prepared professor I have had the pleasure of learning from. He's also hilarious. Very hard to get help at the regularly scheduled TA office hours or even in lab.

Thank you!

Good class but alot of work

Textbook should be optional: it is not really necessary for the course. Required class time and labs would indicate this to be a 4 credit hour course- kind of annoying that we only get 3.

The first half of the course was difficult for myself because I had no prior programming experience and Professor Sherriff assigned homework's that were far too difficult for my understanding. I ended up spending 20 hours just to complete HW 3. It took me a while to understand scope and initializing variable, so I think he should focus more on specific examples of scope and initialization.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	poop?
	Professor Scherriff was an ok instructor. It would be nice if he can review some of the topics every once in a while to reinforce them.
	Great professor, very knowledgeable, but for someone who does not understand computer science in general this was an extremely difficult class and occasionally very confusing.
	The examples in class were nearly impossible to follow and it was very hard to learn anything in class.
	Some lectures he typed so fast it was hard to keep up and pay attention.
	Professor Sherrif was incredible! He is the best professor I've had. And even though he is kind of scary to approach, his lectures are interesting, helpful, and the way he teaches makes everything better! GREAT CLASS.
	Prof. Sherriff, your course was hands-down one of my absolute favorites of my first year at UVA! Extremely well-organized and very effective method of teaching. You managed to make a section of roughly 250 students seem much smaller! Thanks a million!
	The level of difficulty of homework assignments outside of class, was too high. On average, if I finished a homework on my own, or with little help from the TA's, it took an inordinate amount of my time for a very mediocre grade.
	I like the problem-solving aspect of CS, I hate the syntax. Please don't make me code ever again.
	Professor Sherriff is one of the most interesting and fun professors I've ever had. He made the class enjoyable despite the difficult materials.
	Again the transition from easy to more complex was terrible. Should definitely be handled better.
	Sheriff's lectures were interesting but not very informative. I would have benefited more if he went into greater detail on each concept.
	Only one complaint about Professor Sherriff. Cargo shorts? C'mon man! Join the chubbies nation!
	Very well organized course. Sheriff was very creative in lecture, and made hard to learn material understandable.
	N/A
	Even though some of the homework assignments were challenging, they were interesting, and actually really cool to use once they were completed (like the Lou's List program). Even though I'm not a CS Major/Minor, I think I learned skills that I can apply to other engineering courses.
	I'm not even an engineer and just took this class out of interest and it has been one of the best classes I have taken at UVa! I feel like I learned a lot and developed a skill that will continue to be useful in the future even if I don't continue with CS. I also really liked Sheriff's jokes.
	Even though this class was required for my major and really the only reason I took the class, I do feel like I learned a lot about computer science and programming. I also felt that Mark Sherriff was an effective teacher, even if I didn't necessarily make the best grades. I also think there need to be more TAs in lab; and the lab should be an extra credit.
	Professor Sherriff teaches very well and his humor makes the class fun to attend to.
	Change how this class is described in comparison to 1111 and 1112. I had no prior programming experience and fell WAY behind. I may have to retake this class because of how quickly it advanced and how little I understood. If I do, I'm taking 1112 next time.
	This was a great class. A little slow at first but that is because I came in with some prior experience. Thanks!
	Programming is a difficult discipline and certainly not one that strikes most people as enjoyable, but Professor Sherriff made the material fun and easy to understand.
	This course should be 4 credits. With lecture, lab, and the amounts of extra work done outside class (homeworks), I spent far much more time on this course on comparable 3 credit and even 4 credit classes.
	Great lectures. The instructor was humorous and made the class interesting!
	Great course, i would recommend it to anyone who has an interest in Computer Science.
	I really enjoyed being in this class this semester.
	Sometimes the Professor was too fast and it was very hard to keep up with his rapid typing.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I understand this is a useful subject, but I really hated programming probably due to Mark Sherriff. I found him extremely condescending and just downright rude. He expected way too much prior knowledge, and he was SO rude when people asked questions that he did not deem adequate. PErsonally, I think there should be a prereq for this class because I came in knowing nothing about computers and struggled to catch up. While I should end up doing well in the course, it is not due to Sherriff (more due to the TAs and the endles hours I spent on homework). I got the impression Sherriff was personally trying to screw his students over with the homework and making them spend a ridiculous amount of time on it. The reality is that ee did not have the capabilities to do a lot of the homework. I am sure Sherriff will dismiss all of this, but I personally listen in class do the practice, read the book, and work hard in the class and still think a of the above. Also, many people find Sherriff funny, but I personally do not find weird jokes about video games or weird computer stuff funny.He is also extremely rude and condescending in office hours, and I get the impression he does not like girls unless they are very apt at programming. If you don't have previous programming experience or pick up on the material naturally, Sherriff won't like you. Overall, I encourage UVA to reevaluate Sherriff and his overall condescending attitude. He ruined this course for me.
	Sherriff was a great teacher! I came into this class with prior programming experience, yet I learned an incredible amount of material. It was enjoyable and useful. I even got an internship with Microsoft thanks to this class. Yay :)
	PLEASE Professor Sherriff: understand that not all of us are engineers and not all of us actually will be programming in the future. You can be incredibly condescending and crass in your office hours for reasonable questions which is very demotivating. Also, I personally was very much unfairly graded - I had EIGHT TAs agree with me that I should have received a 93 on the first exam due to a grading error, and when I resubmitted you completely ignored this and gave me an 86. This happened on the second exam as well. I beg of you to actually listen when grading concerns come up, because the points DO matter and will probably result in a 3.7 for me rather than a 4.0.
	Sheriff talks very fast and goes through his lectures very quickly. I often found it hard to write all the code down in time, and then wouldn't have the code to work with because of this. It could just be very stressful and rushed in lecture sometimes.
	sherriff is kind of an introvert, but his army of TA's are very adept at getting the knowledge out to the students
	Sherriff has a great way of explaining things that makes even non technologically minded people understand the abstract concepts of computer science.
	Professor Sherriff taught the class almost as if everyone in the course had previous knowledge of the material. This was especially hard for me because I had no understanding of Computer Science at all, and the pace he went at was too hard to follow. To say that students with no previous CS knowledge should take this class is a false statement. I believe that some of the curriculum was not explained thoroughly enough and I had a lot of trouble following what Sherriff was saying a lot of the times. I wish that he would slow down and explain things a bit better.
	It was a great course. The professor was very interesting and fun in lecture, but could be a little intimidating in one-on-one interactions.
	I loved taking this course.
	I felt like I learned in this class, but I feel like the I should've learned more, especially since my major is related to CS. I'm going to practice java on my own over the summer to make sure I have a strong enough foundation for future classes. I feel like this is partially due to homeworks 4 and 5; I think smaller problems in greater quantity, like the earlier homeworks, help students understand the concepts more than one huge problem that no one fully understands. That being said, I still enjoyed the course, and while Sherriff is not the most effective teacher I've had, he was still a good guy with a sense of humor and it's understandable that it's hard to teach such a large class.
	Sherriff is a very likeable, relatable professor who made programming fun and understandable!
	Homework assignments hard and often included concepts that we were not taught at all/were not taught until the due date of the homework. Even the TAs said the homework would be a lot easier if we were taught the stuff beforehand.
	Although I appreciate the usefulness of computer science in general, I do not feel as if it should be a required course. Also, the material in class did not line up with the reading, which I feel was a disadvantage to those that decided to read.
	Mark Sherriff was a very good lecturer but outside of classroom I felt like he got irritated by the questions very quickly. The class had A LOT of workload which was sort of unnecessary. Also for HW4 we were supposed to deal with methods although we didn't learn about them until after the homework was due. It was very time consuming and inefficient trying to code a program where I didn't know what was going on and the logic behind it.
	n/a
	Absolutely loved the class and should be a requirement for more majors around grounds (if you can actually increase the CS faculty). It is not only a class about programming, it is also problem solving.
	Awesome class - Sheriff and my TAs (Jim and Casey) were awesome! Interesting course material that will be useful in the future, even for someone who won't be taking a technical major. Wasn't easy, but it was fun!
	Though Sherriff is an excellent lecturer, he was critical and hard to approach during office hours. He spent more time expressing disapproval with my lack of understanding than trying to fill in my gaps.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The system of doing assignments with partner needs to be improved. I would like to have a partner who is stronger than or the same as me, then everything will work out smoothly. But if I have a partner who does not do any work but is also my friend, then it is hard to write the evaluation, because if I did the evaluation honestly, then my partner will get a bad grade for homework, and that will throw myself to a dilemma. If due to personal relations I do not give my partner a low score on evaluation, then it is unfair for me. So by now, the best resolution for this issue is probably working with someone I do not know then it will be easy for me to do the evaluation. But in order to solve this issue, efforts are needed. Overall this is a great class and instructors and TAs are all doing an excellent job.
	Too big of a jump in difficulty between homework assignments 3 and 4. I could not follow along.
	Great course.
	I just wish that the office hours were at more convenient times/also offered later in the week, because it was hard to get a time where my partner and I could get together while there were office hours, and then if there were a lot of people there TAs would answer a question, but then if you got confused two seconds later it would take forever to be able to get help again
	This class is great; i learned a lot from it!
	In-class problems were a little useless because if you had a question you were basically screwed because so many other people had questions and there really wasn't enough time for everyone's individual questions to be answered.
	The course should be worth 4 credits.
	Professor Sherriff is one of the best teachers I've had during my time here. He makes the lectures interesting and really passes his love for the material on to the students.
	Great intro course for anyone looking to do CS. I am happy I enjoyed this course as it has pushed me to pursue computer science.
	Test and assignments were too hard
	CS 1110 is one of the most fun classes I have taken at UVA. I feel like I learned a lot from it, and because of it I am now considering taking more CS classes in the future.
	Great intro class
	Favorite course of this semester!
	Please make this class 4 credits. Sherriff is good at explaning things in multiple ways so many people can understand. His lectures are interesting.
	Favorite course I've taken so far at UVA. I just wish we'd had time to learn the basics of Python.
	Sometimes I absolutely loved it and sometimes I absolutely hated it. One thing I wish would be done better are the last three homework assignments. It seemed a lot of the details in there were things that we won't learn until far in the future, and I feel we strayed away from the important concepts because of that.
	good class
	Sherriff is awesome
	Professor Sherriff is not that great at answering questions.
	great class, great instructor, and very practical course
	Professor Sherriff is a wonderful lecturer. It is obvious that he loves what he does and makes an effort for his students to at least appreciate computer science as well. My only concern is that he may go too fast with the coding sometimes (for the average beginner programmer) but TA office hours and notes help one catch up when something was not understood due to the pace of the class.
	The learning curve for this class was a little out of whack. I feel like we went from learning simple for and while loops to making the huge Lou's list project when I had a weak understanding of arrays and array lists at the time of the assignment. The TAs were very helpful and available.
	the class was enjoyable. i am just not a cs person
	Great course
	Good course, well set up. Didn't particularly enjoy the in-class teaching style or attitude of the teacher, too patronizing. I feel like even though it is possible to do well in the class if you have no programming experience, Sherriff treated those people like second class students or idiots, referring to them as inferior or that they should know more. The work itself was very rewarding.
	I think Sheriff did a good job. I will guess that computer science isn't the easiest subject to teach.
	This was a really great course!! Thank you Professor Sherriff! I don't have any complaints.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Great course! Sherriff made a huge lecture class fun and engaging.
	great class, great teacher
	Loved the class!
	while I am only a first year and do not know many professors here I would say thus far Sherriff is my favorite one.
	I am not built for computer science. BUT, with that said I would 100% take this course just to be taught by Sherriff. I have never had such an enthusiastic teacher who was also so knowledgeable about a subject and make learning anything, even if it was computer science, that interesting. I think it should be worth more credits for the amount of time spent on HW assignments, labs and in class, however it was a great introduction to the basics of computer science and not impossible to computer science challenged individuals like me- thus a good intro course. I will miss Sherriff. The TAs were also super wonder and smart and helpful.
	This is a interesting and informative class that is worth taking. I learned a lot from the lecture, homework and lab.
	It is a ok class.
	Great teacher and great teaching methods. Effectively communicated all topics in curriculum to the class. Would recommend to students in future years.
	short version: Sheriff is a great teacher. great course. it should be worth 4 credits though, not 3.
	You probably already know that Professor Sherriff is an incredible professor. If anybody tells me they don't like computer science, it's a dead giveaway that they haven't take CS with Sherriff.
	I thought Professor Sherriff gave great lectures. I have never taken anything close to a computer science class before and now I want to minor in CS. He soon became my favorite professor, until I went to his office hours. When I asked a questions he talked down to me and made me feel very upset. He made it seem like I had no idea what I was doing and made a joke about my mistake to our students. It is safe to say that I never went back to his office hours because it is really hard to talk to a teacher that has no respect for me.
	Not bad, I think you should make that have a requisite for prior knowledge and go more in depth into stuff. I found that after a while I was in way over my head, and the class kept speeding up. But i have no prior experience.
	Sherriff is the man!
	I loved this class! Sherriff really knows how to make complex ideas seem applicable and not as daunting. Lectures went by quickly (I never looked at the clock!) and the assignments were really cool. One of my favorite classes at UVa so far, and it's largely due to the professor.
	Professor Sherriff's style of teaching made the subject easier to understand and at the same time I feel that for most topics, I understood clearly what was supposed to be done.
	Good class, glad I was able to take it from the College.
	Excellent course. Sherriff made it fun and exciting.
	It's a very interesting class
	Great class but difficult if you did not show up to class.
	This course moves way too fast. I think it should be made very clear that this class is for people with prior programming experience. In my feedback for the TA's, I wish we could comment on individual TAs. Some were just outstanding (Dan), but some were mean and made me feel just dumb. I already feel like a fish out of water when it comes to CS, so I did not appreciate the short temper and curt tone.
	Every undergraduate student at UVA should be required to take this class. It was super informative, programming is a great skill to have, and the logic presented will definitely help in the long run. Also Sherriff totally makes the course enjoyable. So charismatic, enthusiastic about coding, super nerdy in the best possible way, and passionate about students being exposed to this computer science world
	Best class of the semester, thank you for doing an awesome job. You are number 1 on my list of instructors.
	It was a great course and really challenged me!
	i spent about 10 hours on a homework. In the end, i got a 5/25 because there was no partial credit given for my code. I believe that this class should have partial credit, and to get a 20% on a assignment after spending so much time doesn't seem right to me.
	Sherriff is one of my favorite professors I've had at UVa thus far. He clearly knows his stuff, and he added a lot of humor to the course. If he didn't teach the course, it could become very dry and scare a lot of newcomers to Computer Science away from the field.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	The class was very organized and I liked using the course wiki. I wish more classes had organization like that. The amount of work I spent on CS correlated more to a 4 credit class than a 3 credit class.
	Although I didn't always do too swell on the tests, this course was great! I definitely learned a LOT about a subject I had practically zero knowledge about and no experience with. And now I can program simple stuff yippee :)
	I was afraid of falling behind in this class because I had no knowledge of CS before this, but it went at a pace just slow enough that I could follow adequately without it being too much time spent on the same information over and over. Sherriff is an awesome teacher and I'm very glad I got to have a chance to take a class with him.
	Every student should take Mark Sheffiff and his course. He is an amazing teacher for computer science.
	This should be a four credit course. It was far more work and more time than my other four credit-hour courses, let alone three credit-hour courses.
	Professor Sherriff did not effectively teach the concepts . He passed every concept so fast that i did not know what we were talking about until the lab in which i struggled even more. PLEASE tell him to slow down !!!
	the time of this class always a sleepy time, but def great class tho
	The course was a very good introduction to programming and I am very excited to continue learning Computer Science from the experience I had taking this course.
	The only problem I have with the course is that the lab does not count for a credit.
	Sherriff has a passion for programming. The class was much harder than I expected and I think it should be a 4 credit class since it meets close to 5 hours per week. Sherriff can come off as a bit snobby if you don't understand the material and ask a question that he may have already gone over. Honestly, the class was a bit unorganized and I expected to get a little bit more out of it.
	The course was very interesting and very cool once understood however there are many moments where the homework or other assignments were very complex and hard to figure out.
	Professor Sherriff can be intimidating during office hours.
	My only negative comment would be that on rare occasion, Professor Sheriff moved too quickly in downloading and importing different files into eclipse. Most of the time he moved at a reasonable pace with lots of explanation, but once or twice I was left behind by his speed and had lots of trouble keeping up with the rest of lecture when my code wouldn't run correctly. This is a small complaint, and I want to convey that overall I felt this was an excellent course.
	You should do something with the Robot class for a day, just for fun.
	I would like to say I am very disappointed in UVA for mismanaging its computer science department so badly. I would like very much to minor in CS because of this course, but that is now not possible. For a minor like CS (incredibly important field) not to be available in a school of a caliber like UVA is extremely embarrassing and inexcusable. You are limiting my opportunities.
	I HAVE DISCOVERED THE CAUSE OF YOUR PROBLEMS, CS DEPARTMENT. MARK SHERRIFF CAUSES THE RABID NEED FOR MORE COMPUTER SCIENCE- HE IS THE REASON WHY YOU HAVE TOO MANY CS MAJORS!!! But, really, a phenomenal teacher- he makes what could be a painful experience an engaging class, and I truly appreciate that. Also, awesome textbook. On another note, I wish the CS department had more classes designed for non-majors to simply explore CS more.
	The instructor was intimidating to approach for office hours. Sometimes homework grade / test grade did not reflect the students understanding of the course material.
	I personally do not have any interest in CS so I did not really enjoy the class.
	This was my favorite class of the semester. Even though I was terrible at it, I really liked coming to the class. I apologize for sleeping. It wasn't for lack of enthusiasm on Sherriff's part. I found him extremely engaging. Mono really kicks your butt. Anyways, I am glad I had to take this class. Yay E-School.
	This course made me feel like anyone could get a basic understanding of CS. My dad is a programmer and I always thought the subject was unapproachable for people who were not naturally skilled with computers but I really enjoyed the class and learned a lot. I wonder if the course could introduce web design or ways to display the program outside of a console window.
	Someone give Sherriff a raise. He's one of the best teachers I've ever had. He made this class incredibly interesting and interactive, instead of just words on a screen. I learned so much and had a lot of fun doing it.
	Overall, I really enjoyed this course. Sherriff was definitely a great teacher, and the material really interested me. I was a little disappointed that image manipulation was chosen over python in the end, but I found much of the material before that to be very interesting and useful. I have definitely used what I learned in CS for other classes this semester, and I'm sure I will continue to do so in the future.

~ *QUESTIONS AND DETAILS* ~	~ *ANSWER MATRICES* ~
	Good course. I would recommend it. 4 credits, it has a lab and 3 lectures