

CS 2110-002 Software Development Methods - Fall 2009

ENGR (16335)

INSTRUCTORS: Sherriff, Mark (mss2x)

Respondents: 92 / Enrollment: 100

Summary: CS 2110-002 Software Development Methods - Fall 2009 (16335)			
Overall Course Rating		Overall Instructor Rating	
CS-2110-002 Mean 3.97 CS-2110-002 Std Dev 0.95 CS-2110-002 Response Count 456		INSTRUCTOR: Sherriff, Mark Mean 4.51 Std Dev 0.62 Response Count 635	
Difference from Category Mean, Expressed in Category Standard Deviations		Difference from Category Mean, Expressed in Category Standard Deviations	
SEAS, 2000-level courses Mean 4.01 SEAS, 2000-level courses Std Dev 0.91 SEAS, 2000-level courses Response Count 11659		SEAS, 2000-level courses Mean 4.22 SEAS, 2000-level courses Std Dev 0.86 SEAS, 2000-level courses Response Count 17207	

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~						
<p>1. What lecture/topic(s) in this class "did not work" or were not seen as useful in the long run?</p> <p>Question Type: Short Answer</p> <p>contributed by Sherriff, Mark (mss2x)</p>	<table border="1"> <thead> <tr> <th colspan="2">Results for CS-2110-002, Sherriff, Mark</th> </tr> <tr> <th>Total</th> <th>Individual Answers</th> </tr> </thead> <tbody> <tr> <td>78</td> <td>See below for Individual Results</td> </tr> </tbody> </table> <p>Honestly Pair programming in the context of this class did not really work out well for me. I've done it in the past in internships and had it work really well but the assignments for this class would have been faster to just finish alone.</p> <p>GUI, would have liked to learn more about java, or even another programming language before gui. It's boring.</p> <p>I just hate coding in general. I wish that we had more direction on the homework at times. And it would have been nice if our project was more structured, i.e. maybe having certain things due in increments instead of one big due date.</p> <p>Trees--I can't see when I would need to know that information in the future.</p> <p>Some of the software development techniques</p> <p>They all seemed pretty useful. There wasn't really anything that I thought was unnecessary in the slightest.</p> <p>Threading</p> <p>Nodes/binary trees.</p> <p>No complaints.</p> <p>I still have trouble understanding recursion/trees</p> <p>Most were useful.</p> <p>threading was not covered concretely in class</p> <p>I don't think lectures on trees were effective.</p> <p>I think "trees" needed just a little bit of a more in-depth treatment.</p> <p>I dont think I can complain all that much. some of the assignments could have been differently (the desired result could have been accomplished in a different way), but it was understood what each assignment was supposed to help us learn how to do.</p> <p>Everything seemed pretty relevant</p> <p>SQL Injection Queries were not very helpful.</p> <p>Trees</p> <p>Everything seemed to work fairly well</p> <p>All the lecture topics were useful in the long run.</p> <p>none, all worked.</p>	Results for CS-2110-002, Sherriff, Mark		Total	Individual Answers	78	See below for Individual Results
Results for CS-2110-002, Sherriff, Mark							
Total	Individual Answers						
78	See below for Individual Results						

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

The Agile Development/Scrum lectures via the guest lecturers. They were hard to follow and ineffective. If they had been prefaced by a brief discussion in class, I believe the class would have gotten more out of them.

They all seem somewhat useful

none

none

none

none

none

none

none

Debugging.

Figuring out how to program swing (painfully) on our own. Also some of the in class activities were tedious and not particularly useful.

Everything seemed useful to me. The only questionable material was all the graphing of time and whatnot, that was pointless.

I still have problems with trees and complexity

Trees, There has to be an in-class lab/programming involved to better learn the material. Operating System, It seems incoherent.

Using subversion.

Trees could have definitely been explained better. It probably didn't help that we started the topic with the guest lecture.

NA

everything seemed to work just fine

Trees and maps. We used maps in 1 homework, but I don't understand why we used those as opposed to just arraylists. And trees, we never used, and I understand how a binary search tree works and how it's efficient but I still don't really know when I'd use one in a real program to actually make things ebtter.

I can't think of any since I don't know enough of what will be useful in the long run, since CS has a broad range of topics.

The unit on Threads/Threading was the odd one out; it didn't apply as relevently to the other material taught and therefore was more confusing than helpful.

I found that the most useless lecture was the one from the guest speaker on trees. All of the methods that he shared with us were contradicted by the next lecture by Professor Sherriff, so it was kind of confusing.

i don't remember any of them so.....

--

None

None

HashMaps

None of them really

complexity was really confusing

None. Although some of the lectures weren't quite as effective as others, all of them will be useful in the long run. The only lectures I didn't like were the ones presented by other lecturers- the first Tree lecture and the SCRUM lecture, but Sherriff cleared up the confusion when he returned.

I'm not sure enough of what will be useful in the long run to accurately answer that question.

Comparable vs Comparator

Which one didn't work?

Everything we learned have some form of application to it that we may use in the future, so I do not think any of the topics were not seen useful.

trees

trees

Paired homework were not useful because the stronger coder usually ended up the doing the most work.

I was not a fan of the Agile programming section...I think it makes sense to cover it, but I thought it was a lot of time spent on something that did not merit an entire class worth of explanation.

All topics seemed to have relevancy.

That guy that did the tree lecture wasn't very engaging.

Threading was a little bit difficult to grasp

-Binary trees were not effectively taught. I have minimal understanding of them. I'm not quite sure what went wrong here. -Comparable and comparator concepts could have been reinforced in someway

Abstract Data Types will probably not be the most useful in the long run.

I felt like all of topics were worthwhile.

Threading.

- Topic about Binary Tree

The UML's seemed more tedious than helpful.

I'm still a little confused about trees and recursion. Maybe a better way to teach those concepts would be great!

The guest lecture on trees was a bit shaky I thought. Trees are the thing I'm most unclear on.

Recursion just felt like a repeat from last semester, since we spent so much time on it then.

All lecture topics were interesting and presented well.

None.

Graphical User interface because it is already so well developed in the real world.

There was a guest lecture about binary trees that no one learned from and Prof Sherriff had to re-teach. Then I think he didn't do as good of a job "re-teaching" it, possibly because he thought we should've learned more from the guest lecture.

The tree's lectures seemed irrelevant.

CRC cars seem pretty pointless

Most of the lectures were really useful to the class.

2. 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-2110-002, Sherriff, Mark	
Total	Individual Answers
84	See below for Individual Results

Internet Security

The large group project will probably prove the most useful because it taught team software development methods.

Internet security- though we had only a few lectures on it, I think if I increased my understanding of it I could use it in databasing at some point.

Collections, threads, for each loops, class building

Programming

The five phases of development!!!

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

the overall strategy of coding a little, testing a little, in small bits.

threading. I probably will take a couple later classes in CS such as OS which uses threading a ton.

AIM client

Learning new code

Networking, Threading and IM Client Project

I think the topic of complexity of a function is useful and the theories will apply to many other subjects where algorithms and processes are necessary and should be kept simple.

dealing with classes: implementing, polymorphism, etc.

All of the topics were useful.

Everything except Trees and OS

Threading

Threads, networking, GUI development, basic java concepts

Networking topics

ADT

learning about the actual processes of software development as opposed to just coding

Networking or encryption

the review we did at the beginning.

Talking about Threads, and discussing how modern software development takes place were both useful concepts.

I thought the Internet Security and Encryption lectures were the most useful.

The last lectures - they are applicable and interesting.

communication between classes

Event Driven Programming, Agile Development, and Complexity will probably be the most useful in the future.

none

5 Stages of Development

GUI, Threading, Data Types and just objects and subclasses and all that good stuff

A lot of the lectures were very interesting, but probably the five phases of development will be most useful to me as I am majoring in Systems

Pair programming.

Object oriented programming, i didn't understand it at all until this class

Event Driven Programming, ADTs, Inheritance

Software development process. Algorithms Testing Documentation

The software development methodology and agile development (for a systems and business major)

Threading! This is fairly confusing but it was done in an approachable way.

Topics of networking, encryption, and unit testing I feel will be most useful in the future

The introduction to the software development life cycle, frameworks, and inheritance.

Threads, GUI, and Internet Security.

The entire design process, more advanced coding techniques

The actual coding and experience.

Principles of design and testing are applicable in many fields besides computer science.

still don't remember them

Agile and other sprint based software development techniques

Everything else seemed useful. We had to use everything that we learned in the assignments and project, so I think that was all good.

Event-driven programming. GUI programming

I think the 5 stages of software development will definitely be useful in the future. And I will always remember to "never trust your user!"

Trees and hash maps

Coding specific lectures will be most useful.

Networking and OS

Integration of separate classes

- Basic knowledge of software development method, like design phases, black box and white box testing, J-unit testing

Agile Development Methods Security / SQL Injection Attacks Internet / Packet switching

everything

The lectures on containers and abstract data classes will probably be the most useful.

Complexity, Recursion, Testing, Threading

The more advanced concepts of object orientation.

The topics on Encapsulation/abstract data creation and the unit on user interfaces.

No one lecture stands out, they all were helpful and covered important topics.

Probably internet security

um... all of them?

Probably the one on requirements.

networking and how computers work together

Most simple universal coding techniques and strategies of actions for approaching coding problems

Internet security

The one on trees and such.

All the lectures were awesome. Professor Sherrff has been the best computer science professor I've had ... his lectures are awesome.

5 phases of design, particularly testing and maintenance.

threading and test cases

I think that the lectures on the 5 Stages of Development will be most useful in the future.

the networking

The hacking/encryption lectures will be useful in my future courses in CPE.

5 phases of software engineering.

The method you use to develop software, more so than any particular idea in programming.

event driven programming

I wish I could tell the future...

Collections/General Programming techniques and the 5 phases of development/teamwork explored through group assignments.

Software Development sector. The topics related to the real life situations.

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

It's not really a topic or lecture, but just the business-oriented aspect of this class in general such as the phases of development, learning to work collaboratively, etc. are probably the things that I will remember and use the most.

Internet security and networking.

Probably networking

I appreciated anecdotal references to subject matters gone over in class. This gave me a feeling that what I was learning in class mattered.

Those covering Collections, Maps, Lists..ect

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

Question Type: Short Answer

contributed by Sherriff, Mark (mss2x)

Results for CS-2110-002, Sherriff, Mark	
Total	Individual Answers
81	See below for Individual Results

Internet Security

Event driven design, because it is a practical and user integrated design

Networking, and Internet Security. Those topics are more concrete compared to binary trees and threads.

Learning how to use Jigloo to make GUIs, and link them with actual code.

Threads, because it showed what was going on in the computer on a deeper level than the rest of the programming I've learned so far. The SQL and encryption topics were also "fun"

Test cases

Internet Security/Encryption

object oriented programming, because it makes coding efficient and clean

Encryption because it is the most interesting and the chase is fun

I thought the IM client was challenging and interesting

i liked too much of it to decide.

The above two, because that is the kind of thing I would like to do for a job.

IM Client Project because it was the first time we built a complete practical program

I LOVED the encryption topic. Hacking was also fun.

hacking. it was interesting and fun

The IM Client. It was just so much fun to put such a complex program together and see the result.

Encryption was my favorite because it was so interesting.

The Network Security lectures

the networking because i already knew all of it

The last lectures - they are applicable and interesting.

Internet security because I had never been exposed to this before.

Trees. It was new and refreshing for me, plus I was able to consider a new means of designing my own programs.

internet stuff, SQL attacks, etc., the encryption extra credit assignment, they were fun and interesting. I use the internet everyday it was cool to learn about it and I liked the problem solving of the SQL attacks and the encryption stuff

Trees because they're easy for me and interesting.

SQL Attacks.

none

The cipher/national treasure one. Obvious reasons. The only addition would have been to steal the Declaration of Independence.

Inheritance; it showed me how to use other classes and its methods/fields without actually having to go out of your way to get them for use.

see above

hacking, because it was entertaining and its always fun to mess around with computers and feel like you're in a movie.

GUIs. Its practical and applicable to many real life programs.

the project, it felt good to accomplish something.

Internet/Packet switching: I thought it was really interesting to learn about how the internet works. I didn't know any of that stuff before.

Event Driven Programming

sql injections because of the exposed vulnerability of programs and systems.

Hacking by far

Comparison, because it is so simple and takes only a few lines of code and is great for organization.

Hacking because I had no idea how it worked before and now I have a basic understanding

Recursion/Trees

I don't know... shoot. threads? Testing? Its all good stuff

Understanding the concept of how a team manages a computer software project. I believe it is extremely useful, and helps us understand how it would be in a real work area. Learning new material, and collaboration. There shouldn't be any restrictions in resources, as in a real job.

The encryption chase :)

threadss

Data Structures

the SQL injection was fun, but that wasn't really a topic. I enjoyed binary trees.

I really enjoyed the encryption scavenger hunt. I loved learning the material in a hands-on manner.

Internet Stuff at the end as it is something that I never really learned much about in previous classes.

Probably things involving classes, though the day when the book cover closed was pretty fantastic

I enjoyed the topics of encryption and recursion and networking.

hacking and internet security

Networking

Mining the IMDB and building our own mini-database. This was a really cool application of class topics.

Encryption scavenger hunt! It was fun to get out of the classroom while still learning cs material. (Plus I felt like I was in a Dan Brown novel, which was really exciting)

The lectures toward the end of the semester on networking, security, and threading were all interesting an exciting.

I enjoyed learning about internet security; the video of the hacking was one of the most interesting I have seen.

Internet Security because it was something that was immediately related to our lives right now.

Internet security- I got to be a hacker for a day!

Internet security- hacking awesomesoft was both fun and helpful to learn the material.

OS because I didn't know much about it until this course.

SQL injections. It was good to learn how easy it is to hack and how important it is to secure your information.

The hacking at the end was fun

Internet Security and Cryptography i just find the most interesting.

Hacking and Network Security, because it is cool.

SQL injections, pretty interesting how that works

The hacking, encryption part at the end was my favorite because it is fun to me.

I found the last few lectures the most interesting because they applied to things that most of us had heard of or encountered in our use of the computer.

The very first lectures, because I actually remembered most of it from CS 101

the project for the sense of satisfaction of having completed it and getting a decent grade. The period of time actually doing the project was not so much my favorite.

Network Security was a good lecture. Trying to hack into the Awesomesoft site was interesting. It introduced us to SQL injections. Encryption Activity was also fun.

Everything but trees and OS

The one about hacking websites, although I would've liked a few more lectures about it. I think it is interesting, and showed us a different language of coding as well as some different (although sometimes harmful) uses of CS.

Threads. I don't know why, but I just really liked it.

The pumpkin lecture was my favorite.

I loved all of them except for threading.

review because I knew it so well

Learning about SQL injection attacks because it was interesting to learn how to hack a website.

I liked the internet security because it gave me more information on how to better secure my information. I also liked the encryption lecture because it was fun.

The hacking part. Teach a hacking class, please! It wasn't just learning how to code something. It was learning how to code something, then figuring out how to be "devious" with it. Of course, not everything can be taught that way, but it was my favorite.

Cryptography by far. I've always been really interested in crypto, and the puzzle we did the last week was the most fun I've had in a class setting since being at UVA.

I did not have a favorite. I liked all the lectures overall.

Internet security was my favorite because the lecture was interactive and useful.

4. How accurate is this statement for you: The project helped me better understand the phases and intricacies of software development.

~
Question Type: Likert

~
contributed by Sherriff, Mark (mss2x)

Results for CS-2110-002, Sherriff, Mark							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
91	4.24	0.78	36 (39.56%)	45 (49.45%)	7 (7.69%)	2 (2.20%)	1 (1.10%)

Results for SEAS, 2000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
172	4.15	0.79	60 (34.88%)	85 (49.42%)	21 (12.21%)	5 (2.91%)	1 (0.58%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

5. How accurate is this statement for you: The project was of acceptable difficulty.

Question Type: Likert

contributed by Sherriff, Mark (mss2x)

Results for CS-2110-002, Sherriff, Mark							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
91	4.32	0.68	37 (40.66%)	48 (52.75%)	5 (5.49%)	0 (0.00%)	1 (1.10%)

Results for SEAS, 2000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
171	4.15	0.79	56 (32.75%)	94 (54.97%)	12 (7.02%)	8 (4.68%)	1 (0.58%)

6. How accurate is this statement for you: The project was of acceptable length.

Question Type: Likert

contributed by Sherriff, Mark (mss2x)

Results for CS-2110-002, Sherriff, Mark							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
92	4.18	0.77	33 (35.87%)	47 (51.09%)	8 (8.70%)	4 (4.35%)	0 (0.00%)

Results for SEAS, 2000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
173	4.09	0.78	50 (28.90%)	98 (56.65%)	15 (8.67%)	10 (5.78%)	0 (0.00%)

7. 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-2110-002, Sherriff, Mark							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
92	3.75	1.14	30 (32.61%)	26 (28.26%)	22 (23.91%)	11 (11.96%)	3 (3.26%)

Results for SEAS, 2000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
173	3.72	1.25	59 (34.10%)	50 (28.90%)	33 (19.08%)	18 (10.40%)	13 (7.51%)

8. 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-2110-002, Sherriff, Mark							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
90	4.36	0.66	41 (45.56%)	40 (44.44%)	9 (10.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
169	4.34	0.70	77 (45.56%)	74 (43.79%)	16 (9.47%)	2 (1.18%)	0 (0.00%)

9. 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-2110-002, Sherriff, Mark							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
92	4.14	0.82	35 (38.04%)	38 (41.30%)	16 (17.39%)	3 (3.26%)	0 (0.00%)

Results for SEAS, 2000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
173	4.08	0.92	64 (36.99%)	72 (41.62%)	27 (15.61%)	7 (4.05%)	3 (1.73%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

10. 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-2110-002, Sherriff, Mark							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
92	3.45	1.28	24 (26.09%)	23 (25.00%)	24 (26.09%)	12 (13.04%)	9 (9.78%)

Results for SEAS, 2000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
173	3.27	1.32	39 (22.54%)	40 (23.12%)	45 (26.01%)	26 (15.03%)	23 (13.29%)

11. 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-2110-002, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
91	4.02	0.98	22 (24.18%)	25 (27.47%)	11 (12.09%)	2 (2.20%)	2 (2.20%)	29 (31.87%)

Results for SEAS, 2000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
171	3.98	0.97	34 (19.88%)	46 (26.90%)	17 (9.94%)	5 (2.92%)	3 (1.75%)	66 (38.60%)

12. 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-2110-002, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
90	4.03	0.85	18 (20.00%)	28 (31.11%)	11 (12.22%)	1 (1.11%)	1 (1.11%)	31 (34.44%)

Results for SEAS, 2000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
170	3.90	0.86	23 (13.53%)	54 (31.76%)	19 (11.18%)	4 (2.35%)	2 (1.18%)	68 (40.00%)

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

Question Type: Multiple Choice

contributed by Sherriff, Mark (mss2x)

Results for CS-2110-002, 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)
92	2 (2.17%)	3 (3.26%)	22 (23.91%)	24 (26.09%)	10 (10.87%)	31 (33.70%)

Results for SEAS, 2000-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)
173	2 (1.16%)	7 (4.05%)	34 (19.65%)	46 (26.59%)	22 (12.72%)	62 (35.84%)

14. Do you have any suggestions/comments that we should take into account for future projects for this course?

Question Type: Short Answer

contributed by Sherriff, Mark (mss2x)

Results for CS-2110-002, Sherriff, Mark	
Total	Individual Answers
52	See below for Individual Results

Doing more hands coding in class. Lab is very effective, but coding in class may provide more and better reinforcement of the material learned.

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

Maybe make the teams 3 person teams. If a member of the team was not the software architect, manager, or gui designer he/she did not learn the material or contribute as much to the overall project. It would make it more of a learning experience for everyone in the group if the teams were one person smaller.

I would encourage more lectures on how to handle swing and event driven programming. It was kind of difficult to grasp the concepts of it in the abstract and then apply it.

Spread out the CS majors a little more; my group did not have anyone in it with a lot of experience so it was very difficult to complete.

The project groups seemed to be well thought out, but try and make it a four person group as often as possible since a know a few three person groups that just didnt work at all.

None

n/a

We were only able to complete the project successfully due to one of our member's extensive computer science knowledge. Future projects should be designed so that everyone has the ability to do all parts of the project

Better/more detailed requirements

nope

nope

No

NO

Do not give people more time for the big project because they will waste it. There was plenty of time.

The SMACK API was not friendly.

The projects we did were fine.

Keep them!

Maybe just defining the roles of group members more clearly so that everyone has a specific task to complete.

Pair people with similar ambition instead of top students with bottom students

project was interesting

Using the self evaluations to pair partners. So that there will be a balance of not so good people and experts on a team. I feel that my team had two people who has no idea, and two people who had little idea. I spent a lot of my time on the project, causing lack of sleep and did poorly on exams for other classes.

Less GUI

Make sure students know not to leave it to the last minute.

The project was great... the only suggestion would be to find a way to incorporate more of the material from that section of the semester, such as some of the specific data-types. I definitely does reinforce the earlier topics of large-scale development.

See the Project Feedback notecards

The project was acceptable length. It's definitely easy for certain people to do a lot less work though.

no

no

no

no

no

none

none

I would change the way team members are assigned. It seems as though each team was compromised of two strong programmers and two weak programmers. My friends and I thought that we would have worked harder on making cool features for the program if we were not forced to make up for other group members.

Ideal groups of 3 instead of 4.

A game like scrabble or sudoku would be fun!!

A little less of the tedious work such as test coding and teaching ourselves swing would be good.

It would have been nice to know what features are worth what before the end. (beyond what was given this semester)

I got a 92 on the project having only met with my group of three people the day it was due and I don't consider any group member a "great programmer."

Try to develop a timeline, such as what things we should try to finish. Do a more hands-on (code example) demonstration of what the project is about. It seemed as if we were just thrown in the project and forced to learn about GUIs, packets, and chatmanager in the beginning which made the project feel like it was moving very slowly in the beginning (in terms of progress).

None.

Better project groups assignments

-

-

possibly break the project into two phases, with graded milestones... although this makes it more like a HW instead of giving the students the responsibility of creating their own timeframes and sense of urgency...

Some groups had people who were really good at CS and finished very quickly, others had to struggle.

Assignments should be more like the project in that the software should actually be developed. "fill in the blank" coding is pretty mindless :-/

The project was well structured. However, due to the nature of the tasks, it was sometimes difficult to help out on the coding after I had spent two weeks intensively working on Jigloo. Basically, it was a little difficult to work across tasks. A short intro to Jigloo would have been helpful prior to beginning of the project.

If there's any way to think of something fun to build that will be fun to use after the due date, that would be awesome, but that's tough to do.

MORE DEADLINES!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

A basic social networking site (like facebook, myspace, or twitter except using a private server)

I would have preferred a video podcast of the lecture, or having material/slides used in class posted online. Some things referred to in class were hard to understand with just audio.

15. During the project, how many hours per week did you dedicate specifically to project work?

Question Type: Multiple Choice

contributed by Sherriff, Mark (mss2x)

Results for CS-2110-002, Sherriff, Mark						
Total	0-2 (NA)	3-5 (NA)	6-8 (NA)	9-12 (NA)	13-16 (NA)	17 or more (NA)
92	7 (7.61%)	52 (56.52%)	23 (25.00%)	5 (5.43%)	2 (2.17%)	3 (3.26%)

Results for SEAS, 2000-level courses						
Total	0-2 (NA)	3-5 (NA)	6-8 (NA)	9-12 (NA)	13-16 (NA)	17 or more (NA)
173	19 (10.98%)	95 (54.91%)	43 (24.86%)	10 (5.78%)	3 (1.73%)	3 (1.73%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

16. The subject matter was challenging.

Question Type: Likert

contributed by Dean of the School of Engineering
and Applied Science

Results for CS-2110-002								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
92	3.89	0.64	11 (11.96%)	63 (68.48%)	15 (16.30%)	3 (3.26%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2338	4.08	0.78	694 (29.68%)	1223 (52.31%)	323 (13.82%)	84 (3.59%)	9 (0.38%)	5 (0.21%)

17. The objectives of the course were clearly stated and accomplished.

Question Type: Likert

contributed by Dean of the School of Engineering
and Applied Science

Results for CS-2110-002								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
92	4.33	0.63	37 (40.22%)	49 (53.26%)	5 (5.43%)	1 (1.09%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2328	4.17	0.76	789 (33.89%)	1242 (53.35%)	212 (9.11%)	63 (2.71%)	18 (0.77%)	4 (0.17%)

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

Question Type: Likert

contributed by Dean of the School of Engineering
and Applied Science

Results for CS-2110-002								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
91	4.10	0.87	28 (30.77%)	53 (58.24%)	3 (3.30%)	5 (5.49%)	2 (2.20%)	0 (0.00%)

Results for SEAS, 2000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2330	4.03	0.96	746 (32.02%)	1190 (51.07%)	174 (7.47%)	144 (6.18%)	71 (3.05%)	5 (0.21%)

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

Question Type: Likert

contributed by Dean of the School of Engineering
and Applied Science

Results for CS-2110-002								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
90	4.37	0.63	39 (43.33%)	46 (51.11%)	4 (4.44%)	1 (1.11%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2329	4.16	0.82	829 (35.59%)	1076 (46.20%)	253 (10.86%)	83 (3.56%)	16 (0.69%)	72 (3.09%)

20. The textbook increased my understanding of the material.

Question Type: Likert

contributed by Dean of the School of Engineering
and Applied Science

Results for CS-2110-002								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
91	3.07	1.27	11 (12.09%)	23 (25.27%)	23 (25.27%)	13 (14.29%)	13 (14.29%)	8 (8.79%)

Results for SEAS, 2000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2334	3.56	1.10	379 (16.24%)	811 (34.75%)	461 (19.75%)	210 (9.00%)	122 (5.23%)	351 (15.04%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

21. The course material was well organized and developed.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-2110-002, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
89	4.51	0.57	47 (52.81%)	41 (46.07%)	0 (0.00%)	1 (1.12%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2448	4.14	0.87	914 (37.34%)	1120 (45.75%)	271 (11.07%)	106 (4.33%)	31 (1.27%)	6 (0.25%)

22. The instructor was knowledgeable about the subject matter.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-2110-002, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
91	4.76	0.46	70 (76.92%)	20 (21.98%)	1 (1.10%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2457	4.59	0.64	1606 (65.36%)	723 (29.43%)	89 (3.62%)	22 (0.90%)	8 (0.33%)	9 (0.37%)

23. The instructor was well prepared for class.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-2110-002, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
91	4.69	0.49	64 (70.33%)	26 (28.57%)	1 (1.10%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2461	4.41	0.75	1303 (52.95%)	922 (37.46%)	156 (6.34%)	50 (2.03%)	13 (0.53%)	17 (0.69%)

24. The instructor (not Teaching Assistants) was accessible for individual assistance.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-2110-002, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
91	4.32	0.75	41 (45.05%)	36 (39.56%)	9 (9.89%)	2 (2.20%)	0 (0.00%)	3 (3.30%)

Results for SEAS, 2000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2465	4.18	0.82	935 (37.93%)	972 (39.43%)	342 (13.87%)	60 (2.43%)	15 (0.61%)	141 (5.72%)

25. The grading policy was fair.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-2110-002, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
91	4.32	0.65	38 (41.76%)	44 (48.35%)	9 (9.89%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2459	3.99	0.92	748 (30.42%)	1153 (46.89%)	336 (13.66%)	157 (6.38%)	40 (1.63%)	25 (1.02%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

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

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-2110-002, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
91	4.59	0.52	55 (60.44%)	35 (38.46%)	1 (1.10%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2458	4.31	0.76	1090 (44.34%)	1080 (43.94%)	190 (7.73%)	58 (2.36%)	13 (0.53%)	27 (1.10%)

27. As a teacher, this instructor was better than most others in this School.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-2110-002, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
91	4.34	0.69	42 (46.15%)	37 (40.66%)	11 (12.09%)	0 (0.00%)	0 (0.00%)	1 (1.10%)

Results for SEAS, 2000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2459	3.91	1.03	818 (33.27%)	858 (34.89%)	510 (20.74%)	164 (6.67%)	65 (2.64%)	44 (1.79%)

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

Question Type: Multiple Choice

contributed by Office of the Provost

Results for CS-2110-002					
Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
91	7 (7.69%)	63 (69.23%)	18 (19.78%)	1 (1.10%)	2 (2.20%)

Results for SEAS, 2000-level courses					
Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
2337	154 (6.59%)	858 (36.71%)	914 (39.11%)	291 (12.45%)	120 (5.13%)

29. I learned a great deal in this course.

Question Type: Likert

contributed by Office of the Provost

Results for CS-2110-002							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
89	4.26	0.65	31 (34.83%)	52 (58.43%)	4 (4.49%)	2 (2.25%)	0 (0.00%)

Results for SEAS, 2000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2322	4.14	0.83	837 (36.05%)	1114 (47.98%)	259 (11.15%)	92 (3.96%)	20 (0.86%)

30. Overall, this was a worthwhile course.

Question Type: Likert

contributed by Office of the Provost

Results for CS-2110-002							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
90	4.38	0.59	39 (43.33%)	46 (51.11%)	5 (5.56%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2330	4.11	0.91	880 (37.77%)	1036 (44.46%)	251 (10.77%)	126 (5.41%)	37 (1.59%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

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

Question Type: Likert

contributed by Office of the Provost

Results for CS-2110-002, Sherriff, Mark							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
91	4.42	0.54	40 (43.96%)	49 (53.85%)	2 (2.20%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2452	4.23	0.70	882 (35.97%)	1303 (53.14%)	218 (8.89%)	43 (1.75%)	6 (0.24%)

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

Question Type: Likert

contributed by Office of the Provost

Results for CS-2110-002, Sherriff, Mark							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
91	4.25	0.77	38 (41.76%)	41 (45.05%)	9 (9.89%)	3 (3.30%)	0 (0.00%)

Results for SEAS, 2000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2458	4.18	0.81	949 (38.61%)	1092 (44.43%)	340 (13.83%)	61 (2.48%)	16 (0.65%)

33. Overall, the instructor was an effective teacher.

Question Type: Likert

contributed by Office of the Provost

Results for CS-2110-002, Sherriff, Mark							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
91	4.58	0.54	55 (60.44%)	34 (37.36%)	2 (2.20%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 2000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2469	4.19	0.88	1034 (41.88%)	1030 (41.72%)	276 (11.18%)	95 (3.85%)	34 (1.38%)

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

Question Type: Short Answer

contributed by Office of the Provost

Results for CS-2110-002	
Total	Individual Answers
42	See below for Individual Results

- A good class with a funny professor.

Sherriff is awesome. I feel like he actually works with the stuff he's teaching and isn't just trying to spit out things that are in the book. I pick up on things very quickly with his teaching style.

The podcasts are great, except for when someone asks a question. It would be great if Professor Sherriff repeated the question asked by the student because sometimes you cant hear what other students say even if you are in the room.

loved it!

Mark Sherriff is one of the best professors I've had at UVa. I hated CS101 and he completely changed my hatred of CS. This is now one of the classes I look forward to most. However, I do think we should credit for lab; it's ridiculous that this is only a 3 credit course when we also have a 1hr 45min lab along with it.

This was a great course, and the Instructor was great, enthusiastic, and knowledgeable. This was my favorite class this semester, and helped me decide to declare a major in Computer Science.

I would love to take the next CS course, but I can't because I have not and will not take discrete math. Does anyone in the CS department really believe that discrete math is necessary to the understanding of CS 2150? That is ridiculous. I think the department should revise this requirement, because it is keeping non CS majors and minors out of every CS class above 2110.

Great teaching, by far the most interesting class of my semester

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

Great course. Enjoyed the programs we had to write.

Sherriff was a little unapproachable outside the classroom because he seemed like he didn't want to help. That's probably the reason the TAs are there. Otherwise I thought the course was very organized and developed and streamlined to be exactly what we needed to know for a CS 200 level course.

He made class fun and entertaining. If I get the opportunity to have him as a professor again, I will take that opportunity. Also, the WoW jokes and other related stories are fun.

I felt at some times, too much time was spent answering questions that didn't really have to deal with the specific topics we were learning at the time (threading, scanner class, hash map). When we were talking about operating systems and listing different kinds, I felt time could have been more appropriately used. I feel as if for the homeworks, there was not enough example code being given and explained to us. I know that the professor tried to explain it to us in words, but I feel that there was not enough example code shown to us when we were learning about hash map, hash set, and other topics. Also, it would have been better if we were given sample tests to take to better prepare us for the test.

Nodes and binary search trees are tricky. More time needs to be spent on them in the future and not just by a guest lecturer. Also the guest lecturers were sorta boring/ hard to follow.