

CS 4720-001 Web and Mobile Systems - Fall 2011

ENGR (21953)

INSTRUCTORS: Sherriff, Mark (mss2x)

Respondents: 62 / Enrollment: 81

Summary: CS 4720-001 Web and Mobile Systems - Fall 2011 (21953)	
Overall Course Rating CS-4720-001 Mean 4.33 CS-4720-001 Std Dev 0.73 CS-4720-001 Response Count 308	Overall Instructor Rating INSTRUCTOR: Sherriff, Mark Mean 4.69 Std Dev 0.50 Response Count 432
Difference from Category Mean, Expressed in Category Standard Deviations 	Difference from Category Mean, Expressed in Category Standard Deviations
SEAS, 4000-level courses Mean 4.09 SEAS, 4000-level courses Std Dev 0.88 SEAS, 4000-level courses Response Count 7032	SEAS, 4000-level courses Mean 4.26 SEAS, 4000-level courses Std Dev 0.83 SEAS, 4000-level courses Response Count 10029

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~																																																
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Mobile Architecture. It is useful for some real mobile software development.

I really enjoyed the lecture on torrenting and peer to peer networks.

APP Demos / Most interesting.

Either building our websites or mobile HCI because I like the design aspects of software development

The history of HTML5, it was a good mixture of comedy and storytelling.

HTML5, Android development

The lectures on SOA were incredibly interesting, and I can see more use there than almost anything else I've learned here.

Security, because I'm interested in that field

The P2P lecture, I had always wondered how file sharing and bit torrent really worked and found it very interesting

My favorite Lecture was the mysql crash course. It was extremely useful for the project that we did.

I really enjoyed the AJAX because I didn't know any web programming and thought this was cool

Mobile development.

REST: After my previous internship I realized that my knowledge of REST (and many other web standards) was lacking severely.

idk

I really liked the web development parts, specifically mysql, because it was the first time I had ever done anything like that.

I enjoyed the mobile component of the course a lot, but I'd have to say the HTML/AJAX part was my favorite. I'd always wanted to learn it but had never gotten the opportunity.

Enterprise architecture, since we rarely get any exposure to those types of systems in other coursework.

Mobile security. It was interesting and approachable.

Website development (PHP, JavaScript, JQuery, etc...) because it helped us learn web skills that will be extremely helpful in the future, particularly in internships, jobs. Also, it was interesting to see how websites are built and how they interact with different databases.

P2P was great because it showed a very current and applicable technology that we interact with frequently, but not as abstractly as with security.

web apps vs. client apps, thought it was an interesting and relevant topic.

Learning about SOA, and how web services work in general. This is the most practical topic we could have learned, and it will surely help in the future.

Android app development because it is a great resume builder.

Mobile development--I think it will be a very valuable skill to develop on mobile devices in my future career.

P2P networks.

I really enjoyed the sections on android app development.

Peer-to-peer was my favorite topic just because it is so applicable to my generation and a controversy that happened while I was growing up and is ongoing.

Mobile development because it is something that we all interact with on a daily basis and is going to continue to get more popular in the future.

Learning XML and web stuff(HTML5, PHP, AJAX). Because it I was able to utilize it for other uses outside of this class.

I really liked the ones that dealt more with actual implementations and languages, RoR php ect.

mobile security because it something that I am very interested in

Building your own server. This was a topic that I really wanted to learn.

HTML5 was my favorite topic because I believe it is an extremely important skill to learn with the new push towards web applications and the mobile web.

Ruby on Rails

History of P2P - very interesting

HCI, seemed to be the most intuitive and the lectures stood alone

RESTful architecture because Sullivan always talked about it in software design but I never really understood it until this class

I really liked learning about Ruby/Rails, but was disappointed about how little we learned about the actual programming of it. Not that it would have fit into the course, but I would like to see an actual course devoted to Ruby/Rails in the future. I liked the topic because it seems extremely useful and applicable, because it follows a high level concept (three tier architecture) but you can actually get your hands dirty with it and learn the concept.

Android Development

Agent. Automation is always interesting, and the actual competition was really fun.

Ruby on Rails because I thought it was pretty amazing how easy it is to rapidly deploy basic functionality.

web services - I felt it was the most useful / applicable to my job after graduation

I'm particularly passionate about SOA and EA, so those topics.

P2P and agents

I liked the lecture on Mobile Software Development the most because I wasn't familiar with the process of designing mobile apps, and was curious how it worked and more information about it.

Agent

Learning about signing applications, because it was both interesting and applicable to our projects.

Service-oriented architecture

AJAX; I really liked the implications of loading content dynamically that AJAX allows.

I was really interested in the Web Development lectures because it is so applicable. Knowing good web design and how to implement some basic JQuery and php is pretty useful.

Web services - using these technologies w/internship

HTML/CSS/jQuery My interest going into and out of this class is online site development. I found the material interesting, digestable and productive. Some of the topics the rest of the semester were too abstract or inapplicable to me. I also really enjoyed the lecture on Peer to Peer networking through Napster and others was really interesting!

I enjoyed learning about P2P architecture. Since I was unaware there were legal/moral? uses for it, I had never really looked into how torrents work.

I have to pick just one!?

Make your own server was very fun and I felt like it was something I would find very useful going forward.

I enjoyed the lectures on scripting languages. I had wanted to learn these for some time now, but never made the effort. This class "encouraged" (well, forced) me to learn PHP, Ruby, etc. which is a positive thing for my future.

I liked mobile app development because I'm obsessed with my iPhone and iPad. I enjoyed our guest lecturer (the guy from WillowTree Apps).

I enjoyed learning about the history of web development and file sharing because I could relate to it.

5. 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-4720-001, Sherriff, Mark	
Total	Individual Answers
57	See below for Individual Results

Android Development in Java

Service Oriented Architecture

The REST lecture.

PHP and other web site building methods.

REST and mobile topics

HTML, CSS, AJAX, XML topics.

The lecture on making your own server

Servers, JQuery, Javascript, CSS/HTML5, and Databases. Yeah...

Ruby on Rails because it simplifies a lot of actual programming

Programming Android app. That is really about building an application which is useful.

The Ruby on Rails lectures were very useful, a complete introduction (without any reading!) and I will be using that throughout the future

Security and P2P... mainly because I was asked questions about both in interviews with Google.

Mobile Development

Website development, Android development

All of the topics on mobile app architecture.

Web services in general

Ruby/Rails, three-tiered architecture, REST

Mobile development

I thought the lectures on making websites and integrating ruby on rails , PHP and AJAX into them were the most useful ones. I hadn't designed websites before, and had been wanting to learn how for a while, so I found the topic very useful.

The topic of mobile architecture helped me understand the benefits of each type, which is important for designing an app.

Cloud computing

I believe that the languages I learned to build a website will be the most useful.

I learned the most information (coming into the class with a background on most of the subject matter) in security.

Everything we learned in this class is really helpful. I would strongly recommend everyone to take it.

Three-tiered architecture. I got a number of interview questions on this.

HTML development will most likely be useful in the future.

I have used a lot of the REST/SOAP information in my interviews. The android project was a great interview plus point. Everyone was interested in the web apps idea.

I also think HTML5 will be the most useful in the future because in any profession you may need to create a web presence for your company and having a good foundation in HTML5 will help make that successful.

Definitely service oriented architectures because I plan on continuing to work on the mobile app.

Service Oriented Architecture (see above)

Database creation & manipulation. It helped me in other classes when working with databases.

Android

Ruby on Rails

Ruby on Rails

database, the idea of using web services in app development

Learning the different types of services and how they work

I found the web development portion of this class very useful. I have used some of the things from this class already such as JQuery in some of my other classes and organizations that I participate in.

General talk of Software architecture and organization

Tying together web services with other programs we make will definitely come in handy. It was useful combining many languages in the final project because actual software isn't always reliant on one language.

Android development and web services.

HTML5 stuff, PHP.

Writing apps.

EA

The dynamic web

web services - I felt it was the most useful / applicable to my job after graduation

security

mySQL and web service development would be the two most useful topics we learned in the course.

Most of them were, but I'll have to say the Napster, etc. one. This was one of those subjects that everyone expects an engineer to culturally know. Growing up as a girly girl that happened to like math/science in school and then chose an engineering career path shortly before applying to college, I missed out on things like this. As silly as this sounds, knowing this bit of cultural history is probably going to be really useful for social networking in wherever I end up working.

The SOA and web services lectures.

Mobile application development

Databases

As mentioned above, just generally being forced to learn web-related languages and technology to complete the assignments will be tremendously beneficial for me in the future.

Security and working with xml

Mostly mobile integration/interface.

SOA

Android application development.

RoR, php, etc. A general knowledge of how the web works.

6. 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-4720-001, Sherriff, Mark	
Total	Individual Answers
52	See below for Individual Results

Nothing in particular

The game (the one where you handed out candy canes) that we did was very confusing. My group had no idea what was going on and just kinda sat in class staring blankly at the moving screen. It would have helped if you could have explained that in detail before that class.

Enterprise architecture, cloud computing

Why did we have to use APTANA?? - _____ - I seriously think it was a horrible experience. It took me for ever to get it to work on my computer.

n/a

All topics in the class were quite useful.

Wished we spent more time learning Ruby on Rails.

Build your own server was a waste of time

Build your own server: while I can think of possible uses for it in the future, I don't have any interest in pursuing those uses

idk

Maybe the TAC games.. other than that every lecture was helpful

WSDL and UDDI seem archaic

none

Nothing that I can think of? Loved this class.

I didn't really think the agent lectures were that useful. They were interesting but I feel like other topics would have been more useful long term to go into more depth.

Not a specific topic, but sometimes there were tangents or in-class discussions that did not seem directly related to the course material. Sometimes these were interesting, but sometimes they just seemed irrelevant and did not hold my interest. This did not happen often, though.

The agent lesson was interesting, but I don't think I will ever run into that again

n/a. they were all useful.

Since a lot of the class seems so high level, it almost feels like I wasn't actually learning anything - or what we learn is just simple facts.

I do not think the discussion of BPEL, UDDI, and WSDL will be useful in the long run because they are already being shut down.

well the database, html and css lectures are overlapped with several other courses and i found the material repetitive

I didn't understand the TAC agent example.

Honestly i think the project needs to be shapped up a little. I found it very difficult to translate my class learning to the homeworks. It felt like two different classes.

I doubt I'll ever build a server but I suppose it was interesting to be exposed to?

Agent-based systems

The P2P lecture was interesting, but in terms of something that will help us later, it was not as good as the others.

Ruby on Rails/Heroku

~

Heroku Heroku Heroku

None

None

None

The Ruby on Rails phase of the class was too brief and introductory to really be of value.

I didn't quite understand the WSDL material.

I did not understand the agents lecture. It was very cool, but the game didn't make sense to me.

N/A

N/A

Rails. Mostly because it was rails, and not a more friendly system like CakePHP. Some the ruby syntax made understanding examples difficult, and without having taken a databases course, learning to model and properly code complex models was almost impossible.

...i don't know. It all seems useful.

I don't think we spent enough time with Agent Based systems to really understand them - probably because it happened right over Thanksgiving

soap

The signatures for our apps. While it is a valid part of the process it didn't seem necessary to devote a lecture to.

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

Agent based systems - I didn't really see how this fit in with the rest of the course material. Also, the class competition didn't help explain the topic in more depth

The "build your own server" didn't really teach me anything a simple Google search wouldn't have done.

I did not understand the agents classes.

It all seemed very useful

I felt like the rails/php stuff was more struggling with the overhead of getting it work than learning something. I feel like if instead of doing both we had gone a little deeper with one I would have gotten more out of it.

Ruby on Rails. It sort of overloaded the course, and so in the end I didn't dig into Ruby, and basically stuck to the scaffolding. Hence I don't feel that I could even come close to putting Ruby on Rails on my resume.

Honestly, I didn't particularly like the lecture/game day on agents. It was hard to get a good handle on it, given our limited time, and the timing could have been a bit better; instead of falling right when our Android apps were due. Perhaps more time could have been spent on Ruby on Rails; that week felt to rushed/ getting it to work with Heroku was pretty painful - more time would have helped.

In general, technical tutorials like setting up Heroku just didn't work.

I can't think of any

I did not enjoy RoR AT ALL!!!! it was a pain trying to install it and get it working on my laptop (Windows 7 64-bit). I didnt think it was that useful also.

7. 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-4720-001, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
61	4.25	0.87	17 (27.87%)	13 (21.31%)	4 (6.56%)	2 (3.28%)	0 (0.00%)	25 (40.98%)

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8. 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-4720-001, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
61	4.08	0.86	14 (22.95%)	13 (21.31%)	9 (14.75%)	1 (1.64%)	0 (0.00%)	24 (39.34%)

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~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

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

Question Type: Multiple Choice

contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark						
Total	Every lecture (NA)	Nearly every lecture (NA)	Whenever I needed to review a topic (NA)	Only when I missed a class (NA)	Randomly just to see what it was like (NA)	Never (NA)
62	1 (1.61%)	4 (6.45%)	15 (24.19%)	10 (16.13%)	7 (11.29%)	25 (40.32%)

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62	1 (1.61%)	4 (6.45%)	15 (24.19%)	10 (16.13%)	7 (11.29%)	25 (40.32%)

10. 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-4720-001, Sherriff, Mark	
Total	Individual Answers
41	See below for Individual Results

If you use Ruby on Rails again, try to find some way to make the learning curve shallower. While I am fascinated in the power of RoR, it's very difficult to learn how to use.

Should do a study of the different personality types within each group and then at the end see which groups were successful and which personality types were in the group.

~

I think you should have some more prerequisites so you can assume a higher baseline level of competency. That way, you can spend less time introducing things like databases and more time instructing students on web development.

It was difficult working with Ruby on Rails at first because most of us had no previous exposure to it. It would have been nice if we could have done more in-class demos or if there were more office hours during that week.

Enforce/encourage variability. Too many students used the location dataset that Professor Sherriff provided, so many of the web services did the same thing.

n/a

Tie it in more closely with what goes on in class.

Just clearer requirements

have audio record with ppt

If you spend more time with Rails. It was confusing and many people could not get the environment working properly when lecturing in class.

Help us in using SVN. I liked using SVN much better when we did it in CS 2110 when we did the Android project.

Not really, I really enjoyed this project, and I am glad that it was structured so that phases were due each week. That really helped us pace ourselves and make sure we weren't waiting until the last minute to do the entire project. The only suggestion I have is to, if possible, spend a little more time talking about Android development and do some follow-along, how-to kind of things so that we're not completely on our own in trying to figure out how Android works. I realize this is hard without some sort of lab time, though.

Yes use iPhones instead!!!! encourage us to use iPhones or develop for both android and iPhone

Faster grading and more importantly feedback on the project.

Rails was really interesting, and I could tell you can easily do a lot with it once you understand how it works, but there was a lot of overhead just to understand how it works and do those amazing things with it. Due to the rapidness of these projects, something else might be a good idea - though at least introducing rails is definitely a good idea.

A little bit more time would have been helpful.

N/A

The web service might be built in Java language with GAE instead of ROR.

I thought the projects went very well.

It would be nice to have a more well defined rubric for how the grade on the final project was calculated. I felt that the emphasis seemed to be more on the look and feel of the app and not what it did and this was not entirely clear when the project started.

I would have really liked feedback at some point in the project. Knowing that you liked / didn't like some part could have helped our design process (and been more agile!)

In the future, more instruction on how to begin Android development would have been super helpful. I was lost from the beginning as I have never done any mobile development and found it hard to figure out what needed to be done.

No ruby.

It would be nice to have some more detailed examples of projects and submissions, or to have "canned" projects. When starting the project, we didn't really feel we had a strong vision of our project direction and how the requirements would fit in to the project. Occasionally we would stumble on a problem during development that forced us to hack a solution just to meet the requirements. I felt this detracted from the learning opportunities afforded by the project.

My group created two web services that essentially did the same thing because we were not sure how they were going to be used for the latter part of the project. Maybe give a better explanation of how the services are going to be used later in the project. - OR - Make groups plan out all phases of development so that they can see what they want to achieve for the end result of the project, and can then develop the parts as necessary. This would help students to see what the individual phases of the project are actually accomplishing and I think it would also help with the overall project completion and understanding of the course matter.

Again, I think learning more in-depth about rails or PHP would of been more helpful than a sprinkling of both.

Mobile projects are a good option. Learning to "consume" a web service was a very good exercise and helped me understand the way web services are developed and used on the Internet.

no, generally thought it was a good way to organize the project.

Moving the agents game day project to a different time, because we didn't really get to focus on that as much because our final Android app was due during the same time period.

A little more time to use Ruby on Rails, or two phases involving Ruby on Rails to better understand the language (not direct instruction, just more exposure).

Localization is huge in writing all kinds of applications, but particularly mobile applications. It would have been very cool to have to make your application localization ready, by localizing it into pig latin or something.

faster returns of phase grades

Nope! This was really well done. Maybe some more examples... Oh, and a repository of the applications developed would be sweet, because some of them were actually really good and I wanted to use them!

Give a little more material on doing basic things in android before we start developing

I really liked the android project that we worked on

Maybe more explanation or help on android specifics

I really enjoyed the Android project as it was a great introduction into mobile development.

Team evaluation for every phase would be helpful.

Can you use Camtasia to do your recordings? I know it is not reliable but I didn't find the podcasts to be a useful resource.

Go over the details of error handling on mobile situations (lost gps or network signal, low battery, weak signal problems, etc.) more in depth.

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

11. 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-4720-001, Sherriff, Mark						
Total	0-2 (NA)	3-5 (NA)	6-8 (NA)	9-12 (NA)	13-16 (NA)	17 or more (NA)
62	5 (8.06%)	29 (46.77%)	19 (30.65%)	6 (9.68%)	1 (1.61%)	2 (3.23%)

Results for SEAS, 4000-level courses						
Total	0-2 (NA)	3-5 (NA)	6-8 (NA)	9-12 (NA)	13-16 (NA)	17 or more (NA)
62	5 (8.06%)	29 (46.77%)	19 (30.65%)	6 (9.68%)	1 (1.61%)	2 (3.23%)

12. 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-4720-001								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
61	4.33	0.60	24 (39.34%)	33 (54.10%)	4 (6.56%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1403	4.21	0.79	529 (37.70%)	681 (48.54%)	121 (8.62%)	40 (2.85%)	12 (0.86%)	20 (1.43%)

13. 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-4720-001, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
62	4.58	0.53	37 (59.68%)	24 (38.71%)	1 (1.61%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1437	4.18	0.89	566 (39.39%)	598 (41.61%)	135 (9.39%)	58 (4.04%)	22 (1.53%)	58 (4.04%)

14. 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-4720-001								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
62	4.50	0.50	31 (50.00%)	31 (50.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1407	4.16	0.84	496 (35.25%)	724 (51.46%)	109 (7.75%)	40 (2.84%)	28 (1.99%)	10 (0.71%)

15. 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-4720-001								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
62	4.52	0.59	35 (56.45%)	24 (38.71%)	3 (4.84%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1410	4.17	0.84	474 (33.62%)	566 (40.14%)	140 (9.93%)	48 (3.40%)	11 (0.78%)	171 (12.13%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

16. 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-4720-001								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
61	3.55	0.96	4 (6.56%)	6 (9.84%)	11 (18.03%)	0 (0.00%)	1 (1.64%)	39 (63.93%)

Results for SEAS, 4000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1407	3.69	1.07	210 (14.93%)	304 (21.61%)	231 (16.42%)	60 (4.26%)	40 (2.84%)	562 (39.94%)

17. 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-4720-001, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
62	4.65	0.52	41 (66.13%)	20 (32.26%)	1 (1.61%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1431	4.08	0.90	489 (34.17%)	646 (45.14%)	169 (11.81%)	69 (4.82%)	24 (1.68%)	34 (2.38%)

18. 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-4720-001, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
61	4.75	0.43	46 (75.41%)	15 (24.59%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1430	4.55	0.66	866 (60.56%)	462 (32.31%)	60 (4.20%)	11 (0.77%)	6 (0.42%)	25 (1.75%)

19. The instructor was well prepared for class.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4720-001, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
61	4.72	0.49	45 (73.77%)	15 (24.59%)	1 (1.64%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1432	4.35	0.76	683 (47.70%)	559 (39.04%)	103 (7.19%)	35 (2.44%)	6 (0.42%)	46 (3.21%)

20. 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-4720-001								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
62	4.24	0.88	30 (48.39%)	20 (32.26%)	9 (14.52%)	3 (4.84%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1405	4.05	0.86	430 (30.60%)	639 (45.48%)	198 (14.09%)	60 (4.27%)	13 (0.93%)	65 (4.63%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

21. The grading policy was fair.

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4720-001, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
62	4.65	0.66	45 (72.58%)	13 (20.97%)	3 (4.84%)	1 (1.61%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1436	4.11	0.95	540 (37.60%)	581 (40.46%)	166 (11.56%)	61 (4.25%)	35 (2.44%)	53 (3.69%)

22. 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-4720-001, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
62	4.74	0.44	46 (74.19%)	16 (25.81%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1431	4.36	0.73	648 (45.28%)	619 (43.26%)	76 (5.31%)	27 (1.89%)	9 (0.63%)	52 (3.63%)

23. 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-4720-001, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
62	4.77	0.42	48 (77.42%)	14 (22.58%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1432	4.20	0.80	537 (37.50%)	630 (43.99%)	153 (10.68%)	39 (2.72%)	10 (0.70%)	63 (4.40%)

24. 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-4720-001					
Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
62	2 (3.23%)	26 (41.94%)	26 (41.94%)	6 (9.68%)	2 (3.23%)

Results for SEAS, 4000-level courses					
Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
1414	101 (7.14%)	561 (39.67%)	494 (34.94%)	176 (12.45%)	82 (5.80%)

25. I learned a great deal in this course.

Question Type: Likert

contributed by Office of the Provost

Results for CS-4720-001							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
62	4.60	0.61	40 (64.52%)	20 (32.26%)	1 (1.61%)	1 (1.61%)	0 (0.00%)

Results for SEAS, 4000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1403	4.07	0.95	511 (36.42%)	615 (43.83%)	175 (12.47%)	68 (4.85%)	34 (2.42%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

26. Overall, this was a worthwhile course.

Question Type: Likert

contributed by Office of the Provost

Results for CS-4720-001							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
61	4.69	0.50	43 (70.49%)	17 (27.87%)	1 (1.64%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1411	4.13	0.97	575 (40.75%)	594 (42.10%)	136 (9.64%)	62 (4.39%)	44 (3.12%)

27. 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-4720-001, Sherriff, Mark							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
62	4.65	0.55	42 (67.74%)	18 (29.03%)	2 (3.23%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1423	4.24	0.79	570 (40.06%)	703 (49.40%)	96 (6.75%)	35 (2.46%)	19 (1.34%)

28. 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-4720-001, Sherriff, Mark							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
62	4.66	0.57	44 (70.97%)	15 (24.19%)	3 (4.84%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1430	4.28	0.81	654 (45.73%)	570 (39.86%)	162 (11.33%)	34 (2.38%)	10 (0.70%)

29. Overall, the instructor was an effective teacher.

Question Type: Likert

contributed by Office of the Provost

Results for CS-4720-001, Sherriff, Mark							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
62	4.81	0.40	50 (80.65%)	12 (19.35%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1435	4.22	0.86	618 (43.07%)	601 (41.88%)	148 (10.31%)	50 (3.48%)	18 (1.25%)

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

Question Type: Short Answer

contributed by Office of the Provost

Results for CS-4720-001	
Total	Individual Answers
38	See below for Individual Results

This course would be a lot more fun if you take it with friends (for the group project). Really, your enjoyment of the class depends directly on your group. Getting stuck with group partners that do not attempt to carry their weight can really ruin the experience (and your semester). I liked this course a lot, but it was really a drag on my semester/other classes due to the group work, and generally I was dreading working on the project.

Prof.Sherriff addressed the topics really well and explanation on the relationship between the real-life situation and the topics really helped me.

I enjoyed coming to this class even though it was early in the morning (I am not a morning person). I could tell you were interested in the material and it made the class a lot of fun.

Mark Sheriff was a BAMF. It was a pleasure coming to class. One of the best professors in the CS department.

It would be nice if Professor Sherriff would return grades in a more timely manner.

It was a great course! I was slightly skeptical about how we could learn anything more than a basic overview with all the topics scheduled, but for the majority of the topics I feel like we learned quite a lot.

I really enjoyed taking this course with Professor Sherriff. He was very knowledgeable and enthusiastic about the material he presented to us, which in turn made it very easy to learn and take a lot out of this class. His engaging teaching style made attending lecture an incredibly enjoyable experience and the course helped teach all about web and mobile frameworks and architectures. I highly recommend this course to anyone interested in the Internet or mobile phones. Professor Sherriff is easily one of the best professors I have had at the University.

Mark Sherriff is a boss. I really enjoyed this class, and it was great to have some space to decide what I was going to do as a project (room to innovate a bit). If this class had a facebook page, I would have "become a fan" after class #3.

Please please please please please grade things faster! Really. It was the one thing that kinda made me a bit nuts.

Great course! Learned a lot. Proof that you can take a lot away from a course without it being painful and taking over you life.

Professor Sherriff did a great job at teaching this course. His lectures were engaging and easy to follow. The project was fun and helped us learn a lot about Android development. I feel that I learned a lot about development on both web and mobile platforms and am better prepared for future interviews/internships.

Nice class.

Grading has been and continues to be a bit slow, but it's not too big of a problem since it really has no bearing on whether I study or work harder. CS electives are all about learning things.

Mark Sherriff is an amazing instructor as usual, not negative comments.

Professor Sherriff was awesome but for non-CS majors the course was a little too hands-off.

This was my first time taking a course with Professor Sherriff, and it was without a doubt the best CS course I have taken thus far. The information you will learn in this class is incredibly relevant in today's technology and is extremely useful for real world applications. From learning the intricacies of web development to building your own Android App, this class pretty much covers it all. It is certainly a fast paced course, and you will have to learn a bit on your own, but Professor Sherriff's enthusiastic lectures and passion for teaching definitely makes this class worth it!

Mark Sherriff is an awesome professor. He knows what he's talking about, and he shares his enthusiasm well with the class.

Professor Sherriff is a very effective teacher, who manages to keep students engaged.

Great course by a great professor. Prof Sherriff does a great job of making the material easy to understand and learn. He also has great enthusiasm for teaching and it is clearly visible in his lectures.

SOMEONE GIVE THIS MAN SOME TENURE UP IN HERE

Great class!

Mark Sherriff is one of the best instructors in the computer science department. He demands a lot from the students and makes learning fun and accessible.

Great teacher

Sherriff I think you are an exceptional professor. I took your cs2110 and I absolutely loved the class. You are the reason why I kept going with the computer science courses....however, you're a total different person outside of the classroom. You seem to have students you like and treat them better than others. I really didn't like to go to your office hours because you make some of us sound like we're dumb. We're not dumb ...we're student and we're seeking help from our professor to help us excel in the class. Your attitude towards me whenever I went to your office hours was just disgusting. Again, we're students trying to learn the material. It would not kill you to be nice to us. Every time at office hours you always seem like you don't want to help. I really think you should work on it. Put yourself in my position. Would you like to be treated the same way?

I enjoyed the topic and the course very much. I hope it continues to be offered for other students to take.

As I said before, would have liked to get feedback on the project earlier so that we could have made changes on what you didn't like

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

Interesting and even fun at times

Professor Sherriff is one of the best professors I have encountered at UVA. He keeps classes interesting and enjoyable while still teaching us a great deal of information. I have used projects completed in this and other classes I've taken with him for job interviews. Also in those same interviews many of the questions asked are subjects taught in his class.

Perhaps the best class I've ever taken at U.Va. I learned a lot of useful material that gives me more experience I can use in the real world. I believe that more cs classes at U.Va. should be like that.

I loathe RoR, with a passion!!!!

I enjoyed the course throughly. Professor Sherriff made the course challenging for all of the students from varying technical backgrounds. I enjoyed being able to express my abilities through the homework assignments and project.

The class was great and I learned so much. Professor Sherriff gives great lectures they're funny, enjoyable and informative. And although he makes himself available for outside of class he needs to work on his teaching in the smaller group setting, and mainly his tone of voice; I know he doesn't mean to but it sounds abrasive and condescending.

Professor is really engaging and the course and group project was a great experience

Great class, but I wished we spent more time learning Rails.

The first two sets of homework and the project can be more related. It would be awesome to make all the homework and the project associated.

Sherriff is the man.

Since course-specific questions were covered previously, I just want to make a few comments about Professor Sherriff. This is an immensely popular class, and for good reason; the subject material is engaging and fulfilling, and it is exceptionally well-taught. Professor Sherriff is everything one expects from teaching faculty at a large university, and more; he makes a significant effort to go above-and-beyond his duties as a purveyor of material. Sherriff includes interactive activities in the classroom, and makes himself constantly available for extra help. I found that I was always able to receive a prompt reply to emails, and my questions were answered thoroughly and to my complete satisfaction. The classroom teaching style is somewhat informal, but the appeal of this, I suppose, is somewhat subjective. While there were sometimes tangents which seemed irrelevant in class, they usually ended up adding to the overall material; if nothing else, they certainly made Professor Sherriff more personable and approachable. So, overall, Professor Sherriff is one of the most effective teachers under whom I have ever had the pleasure to be a pupil, and I consider myself extremely fortunate to have experienced this course.