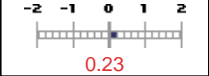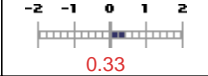# CS 4720-001 **Web and Mobile Systems** - Spring 2014

ENGR (21173)

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

Respondents: 41 / Enrollment: 75

Overall Course Rating

CS-4720-001 Mean 4.40
CS-4720-001 Std Dev 0.71
CS-4720-001 Response Count 205

Difference from Category Mean, Expressed in Category Standard Deviations	
	-2 -1 0 1 2
	0.23

SEAS, 4000-level courses Mean 4.19
SEAS, 4000-level courses Std Dev 0.89
SEAS, 4000-level courses Response Count 9293

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
  Mean 4.64
  Std Dev 0.60
  Response Count 285

Difference from Category Mean, Expressed in Category Standard Deviations	
	-2 -1 0 1 2
	0.33

SEAS, 4000-level courses Mean 4.38
SEAS, 4000-level courses Std Dev 0.80
SEAS, 4000-level courses Response Count 13773

~ QUESTIONS AND DETAILS ~	*~ ANSWER MATRICES ~*

1. How effective were the guest lectures? Comments or suggestions for the future?
~
Question Type: Short Answer
~
contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark	
Total	Individual Answers
37	*See below for Individual Results*

I think they were useful. It's nice being able to see a real life application of what we learned.

The guest lectures were interesting and gave some insight into the web and mobile industry.

The guest lecturers were not all that entertaining; however, they were extremely informative.

WillowTree App was the most interesting one. Others were informative and okay.

They were interesting, but in terms of material that was useful to the course, not particularly effective.

I think it's good for networking with those people

I thought the guest lectures were really interesting, because they tied in what we were learning in class with real world applications. I would say keep the same number of guest lectures as you had this semester, because it was enough to be interesting but not so much as to take us off track from class.

I found them very worthwhile

They were great! I found their lectures to be very interesting. It was a really great way to get a glimpse at some of the real world applications of the material that we were learning in class.

it was interesting to learn how mobile apps are applied in the real world. but i was looking for more info on being better mobile app developers, which wasn't covered in any of the lectures.

They were definitely interesting and provided some perspective for the topics we covered. However, they were not technically useful for our understanding of material, excepting as providing examples.

it was great.

The guest lectures were pretty effective and interesting. I think there could be more guest lectures.

They were alright I guess? It was cool to see an actual company use the stuff we learned about.

I think some were better than others, but for the most part they were effective and I enjoyed them. Some seemed to boil down to focusing on companies rather than the technologies they use, which was somewhat interesting but not especially helpful.

I thought they were interesting.

Very helpful. I actually ended up with intern in ENSCO during the summer.

Very effective. Keep it up

I learned a lot! Enjoyed them. Thank you for setting them up. Would love more guest lectures if possible, wouldn't mind attending guest lectures outside of the regular class time if asked.

I really enjoyed the guest lectures (ENSCO, WillowTree, Deloitte). Gave me a sense of the way that mobile development is done in the real world.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

very informative

Guest lectures were good! Engaging and informative.

I enjoyed them. They were very useful and the right amount.

Awesome! Loved hearing from them.

I enjoyed the guest lectures very much.

I really liked them! They were all really engaging and it was nice to see some real-world applications. It also was nice that you asked relevant questions to guide them.

I enjoyed hearing about these topics and especially liked how they related so well to our class. Sadly I missed the one I wanted to see most (Willow Tree) but really enjoyed the others.

Very interesting, I enjoyed hearing about the embedded programming with Ensco and mobile development with Willow Tree.

I thought all of the guest lecturers were great. They provided a lot of insight into professional web and mobile development.

Eh. I didn't really care for them, most of them seemed like employer pitches I wasn't terribly interested in.

They were really helpful and it was nice to see what people do in practice.

Guest lectures were good additions to the course. I don't like Accenture's though.

Great! It was nice to see different ways to apply what we were learning in the course and in the CS major overall. I think it'd be great to do even more in the future! It's a good way to give students an idea of what it would be like to work for company X or in field Y.

Effective, but trying to mix up the industries would be awesome if possible

Overall, they were effective. Deloitte was at times a little basic, saying things like they use github and maven -- ideally we would let them know what we should be expected to know already.

I very much enjoyed the guest lectures, especially the one by ENSCO. I thought the type of data analysis they are doing and the particular security concerns are very interesting. Thank you, Prof. Sherriff, for making sure people put away their laptops during the guest lectures.

guest lectures were good. It was nice to see applications of the course in the work environment

---

2. To what degree do you agree with this statement: the team size from the project was appropriate (please elaborate in your class comments).
~
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)
40	4.60	0.55	25 (62.50%)	14 (35.00%)	1 (2.50%)	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)
67	4.43	0.70	35 (52.24%)	28 (41.79%)	2 (2.99%)	2 (2.99%)	0 (0.00%)

---

3. How accurate is this statement for you: The project was of acceptable length.
~
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)
40	4.52	0.51	21 (52.50%)	19 (47.50%)	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)
67	4.42	0.72	34 (50.75%)	30 (44.78%)	0 (0.00%)	3 (4.48%)	0 (0.00%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

4. How accurate is this statement for you: The project was of acceptable difficulty.
~
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)
39	4.51	0.56	21 (53.85%)	17 (43.59%)	1 (2.56%)	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)
66	4.50	0.53	34 (51.52%)	31 (46.97%)	1 (1.52%)	0 (0.00%)	0 (0.00%)

5. 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-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
40	4.40	0.67	20 (50.00%)	16 (40.00%)	4 (10.00%)	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)
67	4.40	0.63	32 (47.76%)	30 (44.78%)	5 (7.46%)	0 (0.00%)	0 (0.00%)

6. Which topic/lecture in this course was your favorite and why?
~
Question Type: Short Answer
~
contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark

Total	Individual Answers
38	*See below for Individual Results*

I'd say the web development part, because it helped me understand the stuff behind it.

I really enjoyed the peer to peer lecture because I didn't know much about it prior and I always find lectures with history interesting.

IOS vs. Android because the topic really interests me

I actually really enjoyed the lectures that covered some of the history of the topics. Especially P2P systems, the evolution of HTML and CSS, and others. They provided perspective for the design decisions and tools we have today.

Pho because it was

Usability lectures because I never realized how hard it would be to create a good user-friendly app.

MVC. It was interesting to see how each of these components worked.

Torrent/P2P

My favorite topic was whatever had to do with MySQL. I had an internship last summer that was heavy on database management and I enjoyed working on it again.

Heartbleed -- pertinent at the time and well put

Web services. I had experience with many of the other subjects, but I enjoyed learning how to use and integrate services in an architecture.

Web services, because I had no previous knowledge on them and they were actually pretty fun to code.

Usability and Accessibility - because it was really applicable to where we were in the design of our applications and it's a really important aspect of the design that you don't really think about.

Design/architecture principles like REST, MVC, and n-tier architecture, because learning how to structure my services/app was good experience.

HTML5 and CSS3 because I was able to apply what I was learning right away in the homework assignments, and they were things that I hadn't learned in any other course.

MVC, because if there is one thing I am taking away from that course that I will use in my future, that is it.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I really like the UI lectures. I have taken HCI and it was fun to apply the principles learned in that class to Android/iOS layouts.
	I liked learning about web development, just because it's of my personal interest.
	Usability and Interface
	javascript
	PHP, JSON, Database. Web services. These are most practical and useful topics.
	I really liked all of the inclass follow along activities that showcased ajax, general html5, css, and basic web development because I had no prior experience.
	I really enjoyed all the topics dealing with website development such as AJAX, jQuery, Javascript, PHP, etc. I a have always wanted to learn more about these different web topics, and this class was a great way to introduce these topics and allow me to apply them.
	The more high concept lectures, such as on security.
	Usability and accessibility was probably my favorite topic. As software designers it's easy to forget about what is most user-friendly to people who aren't as tech-savvy, and we often do not consider people who need modifications to be able to effectively use the technologies we create.
	I enjoyed the lectures about mobile development and wish we did not miss so many. I also enjoyed learning about the history of HTML because that's probably not something I would have looked up on my own.
	I really enjoyed the cloud computing lecture.
	The jQuery because I could make stuff draggable on my website.
	Web Design
	node.js. It was interesting to create your own client/server architecture, thus making it a lot easier than using php and wamp server.
	Architecture discussion (MVC, SOA, Three-Tier Model) because I'd had the least exposure to them before, they were interesting, and were beneficial in job interviews.
	I found the first security lecture interesting because Professor Sherriff talked about the heartbleed bug and it showed how relevant security concerns are in today's society.
	Peer to Peer stuff was really, really cool
	Usability. It taught the subtle but very important things that an app needs to be successful. (Importance of simple and sleek design with recognizable symbols)
	I really enjoyed the HTML/CSS topics
	Cloud Computing - very hot topic and relevant to today's computing environment. We don't realize how much we all rely on cloud services daily and it was great to get some perspective on its history.
	JQuery, Javascript, AJAX, learning what the DOM is, learning about GET and POST These are all pretty essential to building online applications and I hadn't really learned much about them in other classes. Making useful real web applications was FUN!
	ajax/node.js

7. 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
36	*See below for Individual Results*

MySQL, RESTful

Everything really... but for my purposes MySQL will come in the most handy. For general purposes, I'd have to say improving my Android development skills was very worth it.

Probably the Android stuff.

Again, the architecture lectures prove helpful. Their format can be applied to a number of software development projects.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think I would find web development components - RESTfulness, AJAX, php, HTML5, and CSS - most useful in the future.
	MVC
	I think everything had its place. Mobile development and concepts relating to architecture and REST. Although some of the architecture stuff was a little too dense and did not immediately appear web/mobile-related... more examples would be useful.
	Service oriented architecture
	Too many to just name one, but I guess REST.
	Technical lectures about how to build Android applications
	Actually, the model types, even if I don't fully get them still
	i think all of the material concerning web development will be most useful. It was difficult to fully grasp the material due to the little time we had between each assignment. It would be good to spend more time on web development or even make it a separate course all together.
	JQuery, Javascript, AJAX, learning what the DOM is, learning about GET and POST
	All of the web/php/html stuff
	Security and Privacy/ Usability/ SOA
	Enterprise? Maybe NodeJS.
	pretty much everything. mobile development in android, security, restful apps, web development in various technologies.
	I think the web development side is a very marketable skill.
	HTML5, CSS3, and Android. Expertise in these areas can be applied in so many different career fields.
	Usability and Accessibility, because it can really make the difference between a good and a great app.
	Usability and Interface
	Everything related to web service design. REST design specifically.
	In general, learning more about web services and the architecture of web systems has been extremely helpful.
	Android development - I'm already planning apps to develop.
	web security
	web services
	The Android project is most useful to me.
	All of them? Web and mobile are the two fields I am most interested in working in so every lecture helped.
	The android development stuff most likely. It was cool to create an application.
	Enterprise
	The lectures on service-oriented architecture I found useful because I have been asked about it on interview questions before but never really knew what it was. I also found the lecture on MVC interesting because we were using it both in this class and in another class.
	Either the android development lectures or the usability lectures.
	Web services
	ajax/php
	I think the string of lectures on web technologies, html, php, javascript, and node js will be the most useful
	All the topics from creating a websites Especially being able to connect and interacting with a database using SQL queries, as well as manipulating JSON strings.

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

8. 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
32	*See below for Individual Results*

None... but if I have to pick one it would be iOS but only because we didn't program with Apple. It was still interesting though.

I think everything I needed to know about enterprise architecture could've been done in one lecture.

IOS introduction

They all seemed pretty useful to me. Some more so than others, but I thought it was still good to get gain some knowledge about other web and mobile topics.

I did not find the security and privacy lectures as interesting

There weren't any topics I thought wasn't useful.

I think they are going to be quite useful in some way.

It was good to see a little of iOS but I'm not sure if it was worth it because it has such a steep learning curve.

Not really any in particular.

We really didn't cover Android and the things we did cover were not as helpful as I had hoped - the team (via Internet resources) really taught each other so if that was the goal then awesome.

I liked the cloud computing lecture, but feel maybe it could have gone into a bit more depth.

They were all useful.

UI lecture was not that useful. Already took interface design with Horton. Peer to peer and cloud lectures were not that useful. Cloud certainly is useful but the amount of information we covered was not that useful

soap; we hardly use that. also, we did nothing with ios despite having a brief overview on it.

No topic immediately comes to mind. The lectures/topics were well planned out!

Publishing apps on Apple v Play Store. Interesting and entertaining, but it may have sufficed to convey the information directly without demonstrating the process in class.

The history of HTML5.

Because we did not cover each topic in great depth and having no previous knowledge in web development I feel that I have only grazed the surface of web/android development. So in the long run I feel like I haven't mastered any skill taught in this course.

Nothing springs to mind.

N/A

N/A

The mobile oriented lectures seemed less useful - to me, most of the mobile stuff I learned I felt I learned from the hands on 'doing' of the project.

I think all of the lecture topics were valuable.

P2P

na

The days on iOS development/objective C seemed wasted to me, since we never actually did anything with them.

I think most lectures were good but Usability/Accessibility is more of an HCI thing and could be reduced to one lecture instead of two.

Nothing really comes to mind.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

The security lectures seemed less effective than they could have been. I think a broader overview of common security vulnerabilities would have been beneficial.

in class demos were a little hard to follow

A random scatter about security, cloud towards end of semester..I prefer depth over breadth.

9. 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)
39	4.48	0.75	17 (43.59%)	6 (15.38%)	4 (10.26%)	0 (0.00%)	0 (0.00%)	12 (30.77%)

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)
66	4.38	0.82	24 (36.36%)	11 (16.67%)	6 (9.09%)	1 (1.52%)	0 (0.00%)	24 (36.36%)

10. 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)
40	4.64	0.62	20 (50.00%)	6 (15.00%)	2 (5.00%)	0 (0.00%)	0 (0.00%)	12 (30.00%)

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)
67	4.38	0.88	25 (37.31%)	10 (14.93%)	5 (7.46%)	2 (2.99%)	0 (0.00%)	25 (37.31%)

11. 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)
40	1 (2.50%)	0 (0.00%)	19 (47.50%)	7 (17.50%)	1 (2.50%)	12 (30.00%)

Results for SEAS, 4000-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)
67	1 (1.49%)	0 (0.00%)	27 (40.30%)	11 (16.42%)	2 (2.99%)	26 (38.81%)

12. 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
26	*See below for Individual Results*

Make it deployable to google play store.

Ideally, the node.js/cloud hosting is stable next year, whether that's with Azure or Heroku or another system

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	My project had lots of difficulties because our plan for the project didn't really match the assigned tasks. We had to incorporate web services that weren't really critical to what we wanted to accomplish just to say we accomplished the task - and this hurt our ability to manage our time, as we would spend a week working on something that wasn't actually important to our core functionality. I think either you should do a better job policing what type of projects you allow (to see if they fit the grading requirements) or allow more flexibility in what is submitted on a week to week basis (i.e: teams just have to demonstrate good progress on their goal, instead of completing specific benchmarks)

None, the project seemed fine to me. Though next semester's class sounds like it'll be a load of fun.

Nothing astounding

Please spend more time on Android development (actual in class demos) and some tips for making better apps (optimization, common and best practices, etc.)

maybe have some web coding questions on the exam

No suggestions, it went great!

Maybe give examples of what you expect from people web service wise

N/A

N/A

Honestly I think there should be a Web class and a Mobile class. The amount of practical knowledge and skill learned in this class could and should DEFINITELY be split into two. Both web applications and mobile development are up and coming fields that should have a stronger focus in college.

No I thought the project was well structured

No

No

The team sizes were perfect (any more and someone would have been left with nothing to do, any less and it would have been a bit much for two people).

I think the Android development should start before the web services because I found that we were just making a web service to get credit for the phase, when we didn't really know exactly what we would need from the service.

Honestly this was the best group project I've ever worked on. Because the project involved developing discrete services in addition to an add, it was easy for us to divide the work. I wish we had reviewed or gone over using version control though (or maybe we did and I didn't pay attention?).

It was awesome that my team got bonus points for acting as a team of two because our third member contributed nothing.

More guidance of overall android development. Due to snow days, the android lecture was skipped because it was assumed that everyone had previous knowledge from CS2110. However, I was not selected to do the android project when I took the course. More guidance on the structure of android would have been nice. I feel that our project implemented a lot of the functionality in hacky ways. I want to know how to do it the right way.

Try and make them a little less deadline oriented, it led to my group only doing the bare minimum

I think it would be cool to add to the android project a requirement for an accessibility feature for users with disabilities.

Don't make the group size too large! It gets to be impossible to meet with your team and to collaborate effectively. Also, we found it helpful, but not necessary, to have an additional android device on which to develop.

There should be an option for the project to be web development based. Instead of an android application, the team would make a fully operational, polished website implementing one of the web architectures discussed in class. This would be a better option for those who are more interested in pure web development than mobile development.

No.

We actually rebuilt all our web services in the final phase because we didn't have a specific plan at the beginning of the project and the web service we built in the previous phase did't fit our final project. I think a project schedule during phase 0 is needed.

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

13. 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)
40	0 (0.00%)	20 (50.00%)	13 (32.50%)	4 (10.00%)	2 (5.00%)	1 (2.50%)

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)
67	0 (0.00%)	27 (40.30%)	22 (32.84%)	10 (14.93%)	6 (8.96%)	2 (2.99%)

14. What other topics do you wish we had time to cover or which topics did we cover that you wish we could have covered more deeply?
~
Question Type: Short Answer
~
contributed by Sherriff, Mark (mss2x)

Results for CS-4720-001, Sherriff, Mark	
Total	Individual Answers
26	*See below for Individual Results*

Security - Apache - Encryption

Networking!

Cloud Computing

Setting up/managing a server platform such as Apache.

iOS. would have been nice to learn more about objective c.   phonegap. this technology converts code written in html, css, js into mobile applications for windows, android, and apple. learning other backend technologies (windows azure was great, but we could have learnt others like parse and heroku).

Just more things in both web and the mobile half. I am, however, thinking more coding and stuff than I am ideas, so maybe that's a bad indicator

Advanced Android development

Perhaps more android tutorials

I wish we had gone more into web development. More use of javascript. If it was just only a web class doing a big web development project would be really cool. Wish I had more database knowledge (tried to take databases but it never fit in the schedule). Maybe a little more of a lecture on databases.

More time on cloud computing might have been fun!

None, I thought the time on each subject was pretty adequate.

While it is important to know how to build a website from the ground up, I'm not sure that's how modern websites are created. Covering more of the tools available for website design and creation towards the beginning of the semester would have been nice.

I would have liked to hear more about best practices in how to actually implement web services in php, for example.

None that come to mind

The creation of web applications as opposed to native mobile apps.

ASP .NET

N/A

N/A

Mobile gaming.

n/a

Android Development

Cover android development more deeply. There so much possibilities in android that it could be an entirely separate course.

IOS development

The information in this document is private and confidential. Please handle accordingly.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

| | I wish we had studied cloud computing in more depth. I also would've liked to spend more time learning CSS tips and tricks, though I suppose they're things you could learn in your own time.

iOS a little more, but I realize it's hard since we don't all have apple devices.

iOS |
|---|---|

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-4720-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
41	4.51	0.55	22 (53.66%)	18 (43.90%)	1 (2.44%)	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)
1860	4.40	0.72	934 (50.22%)	769 (41.34%)	89 (4.78%)	33 (1.77%)	12 (0.65%)	23 (1.24%)

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-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
40	4.52	0.64	24 (60.00%)	13 (32.50%)	3 (7.50%)	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)
1974	4.29	0.86	924 (46.81%)	731 (37.03%)	161 (8.16%)	63 (3.19%)	26 (1.32%)	69 (3.50%)

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-4720-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
41	4.54	0.67	25 (60.98%)	14 (34.15%)	1 (2.44%)	1 (2.44%)	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)
1860	4.30	0.84	875 (47.04%)	779 (41.88%)	111 (5.97%)	63 (3.39%)	26 (1.40%)	6 (0.32%)

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-4720-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
41	4.61	0.59	27 (65.85%)	12 (29.27%)	2 (4.88%)	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)
1860	4.20	0.89	724 (38.92%)	680 (36.56%)	191 (10.27%)	56 (3.01%)	30 (1.61%)	179 (9.62%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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-4720-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
41	3.44	0.63	1 (2.44%)	5 (12.20%)	10 (24.39%)	0 (0.00%)	0 (0.00%)	25 (60.98%)

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)
1854	3.80	1.07	346 (18.66%)	387 (20.87%)	258 (13.92%)	109 (5.88%)	34 (1.83%)	720 (38.83%)

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-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
41	4.54	0.55	23 (56.10%)	17 (41.46%)	1 (2.44%)	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)
1959	4.22	0.88	823 (42.01%)	803 (40.99%)	165 (8.42%)	75 (3.83%)	31 (1.58%)	62 (3.16%)

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-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
41	4.73	0.50	31 (75.61%)	9 (21.95%)	1 (2.44%)	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)
1966	4.65	0.58	1344 (68.36%)	536 (27.26%)	44 (2.24%)	10 (0.51%)	6 (0.31%)	26 (1.32%)

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-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
40	4.78	0.48	32 (80.00%)	7 (17.50%)	1 (2.50%)	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)
1967	4.48	0.72	1111 (56.48%)	654 (33.25%)	105 (5.34%)	22 (1.12%)	13 (0.66%)	62 (3.15%)

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-4720-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
41	4.32	0.76	19 (46.34%)	17 (41.46%)	4 (9.76%)	1 (2.44%)	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)
1859	4.12	0.89	681 (36.63%)	803 (43.20%)	222 (11.94%)	85 (4.57%)	26 (1.40%)	42 (2.26%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

24. 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)
41	4.49	0.84	26 (63.41%)	11 (26.83%)	3 (7.32%)	0 (0.00%)	1 (2.44%)	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)
1969	4.24	0.87	879 (44.64%)	744 (37.79%)	208 (10.56%)	72 (3.66%)	22 (1.12%)	44 (2.23%)

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-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
41	4.71	0.56	31 (75.61%)	8 (19.51%)	2 (4.88%)	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)
1973	4.48	0.70	1092 (55.35%)	715 (36.24%)	86 (4.36%)	20 (1.01%)	14 (0.71%)	46 (2.33%)

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-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
41	4.71	0.56	31 (75.61%)	8 (19.51%)	2 (4.88%)	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)
1965	4.28	0.82	851 (43.31%)	779 (39.64%)	169 (8.60%)	54 (2.75%)	18 (0.92%)	94 (4.78%)

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-4720-001

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
41	0 (0.00%)	14 (34.15%)	18 (43.90%)	7 (17.07%)	2 (4.88%)

Results for SEAS, 4000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
1862	61 (3.28%)	569 (30.56%)	776 (41.68%)	281 (15.09%)	175 (9.40%)

28. 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)
41	4.66	0.53	28 (68.29%)	12 (29.27%)	1 (2.44%)	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)
1849	4.29	0.85	888 (48.03%)	727 (39.32%)	146 (7.90%)	66 (3.57%)	22 (1.19%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

29. 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)
41	4.73	0.50	31 (75.61%)	9 (21.95%)	1 (2.44%)	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)
1855	4.30	0.90	935 (50.40%)	684 (36.87%)	139 (7.49%)	58 (3.13%)	39 (2.10%)

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-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
41	4.68	0.52	29 (70.73%)	11 (26.83%)	1 (2.44%)	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)
1963	4.36	0.77	959 (48.85%)	828 (42.18%)	114 (5.81%)	44 (2.24%)	18 (0.92%)

31. The instructor was approachable and made himself/herself available to students outside the classroom.
~
Question Type: Likert
~
contributed by Office of the Provost

Results for CS-4720-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
41	4.46	0.74	25 (60.98%)	10 (24.39%)	6 (14.63%)	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)
1964	4.45	0.78	1137 (57.89%)	643 (32.74%)	131 (6.67%)	33 (1.68%)	20 (1.02%)

32. 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)
40	4.72	0.51	30 (75.00%)	9 (22.50%)	1 (2.50%)	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)
1969	4.41	0.79	1081 (54.90%)	700 (35.55%)	130 (6.60%)	36 (1.83%)	22 (1.12%)

33. 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
29	*See below for Individual Results*

Professor Sherriff was an excellent lecturer! I learned a lot from him in class. I hesitated to go to office hours or ask questions in class, however, because he can be rather condescending.

Professor Sherriff - best teacher at UVA.

A lot of teaching yourself to do the development, but worth the effort put in

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Professor Sherriff was a great professor. He brings so much energy to class every day and made 9 am classes completely worth it and I really loved this class. The lectures were all organized really well on collab and made finding information really easy, the homework assignments were clear, and piazza was really helpful! i think the grading rubric on exams should be made clear beforehand. Good class and I learned a lot some ways that I could utilize stuff I learned into making actual applications and stuff. This was my first "Sherriff class" and I was impressed by Prof Sherriff's enthusiasm for teaching and for the material. This was probably my favorite class and wish that it lasted a whole year - so much to be learned in so little time. I really loved the Android project and our team worked out perfectly. The use of Piazza was great and helped in cases where I had a commonly asked question. I was so proud of my final project and I feel like web/mobile is the area of CS that I want to enter once I graduate. I'm planning on picking up some summer projects related to this class and learning more in-depth some of the things we covered. Good luck and congratulations on the upcoming baby, Prof! Azure sucks (but what's new). I'm taking Intro to Digital Media and one of our assignments is to make a Digital Portfolio on WordPress. Meant as a way for us to advertise ourselves to potential employers. Seems like it would be a good homework assignment in 4720. Design a nice looking website that will be useful outside of the class. I've applied to some web development internships recently and I think that having a site like that would have helped me in the application process. I don't like the final and mid-term exam format. I don't think essays are helpful to encourage us to learn materials, and I do prefer the traditional exam format. Details were expected for essays, but how detailed we should address was not specific. Even though people have the same level understanding of the topic, they received different grade because the length the essays they wrote. I do not think it is an effective way for a computer science class. Concerning question 31: I love Professor Sherriff's courses and I learned a lot in them. He's very nice and awesome in class. However, (and a few students have told me this too), though he makes himself available outside of class, he becomes quite intimidating outside of class. Still loved his course though. Get better graders. Make a separate Web development and Mobile development class. If I weren't graduating I would do everything in my power to take these two classes if they were offered. Loved it! I wonder if there's a way to make this class worth more credits if you can't split it up. I am somewhat experienced with web and mobile development, but still enjoyed the class and learning a number of new aspects to the technology like architectures. useful course for CS majors. extremely useful course. learnt so much in there. only issue was that we didn't cover enough of iOS, but that was it. I worked in a team of 3 and it was the right size. I think more than 4 would be damaging to a project, especially if not all members are organized or on the same technical level. Once again, Sherriff has proved that he is one of the best professors at this university. I prefer much web-application skills rather than android. I would like to learn more abotu ASP and .NET instead of Android app Great CS course, glad I got to take it. Congrats on Baby Sherriff! Greaaaaaaaaaaaaaaaat course! The database crash course at the beginning of the semester was really useful, but I think an effort should be made to have more people take databases before taking web and mobile. One of the best CS courses I've taken =) Great class! I would recommend it to any and all CS majors. Thank you for a great semester! Overall, I found this course to be very helpful in pushing me to look into developing web sites and mobile apps. Many job postings are looking for people who can do web and mobile development, and I feel more confident in my abilities after this course. Great course and great lecturer as always, even at 9 AM.