CS 1110-001 **Introduction to Programming** - Spring 2015

ENGR (17198)

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

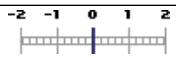
Respondents: 180 / Enrollment: 274

Summary: CS 1110-001 Introduction to Programming - Spring 2015 (17198)

Overall Course Rating

CS-1110-001 Mean 3.92
CS-1110-001 Std Dev 1.05
CS-1110-001 Response Count 891

Difference from Category Mean, Expressed in Category Standard Deviations



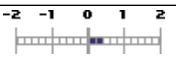
0.09

SEAS, 1000-level courses Mean 3.81
SEAS, 1000-level courses Std Dev 1.13
SEAS, 1000-level courses Response Count 6536

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.46
Std Dev 0.71
Response Count 1228

Difference from Category Mean, Expressed in Category Standard Deviations



0.34

SEAS, 1000-level courses Mean 4.13
SEAS, 1000-level courses Std Dev 0.99
SEAS, 1000-level courses Response Count 9240

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

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

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

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
180	3.34	1.41	53 (29.44%)	34 (18.89%)	39 (21.67%)	29 (16.11%)	25 (13.89%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
180	3.34	1.41	53 (29.44%)	34 (18.89%)	39 (21.67%)	29 (16.11%)	25 (13.89%)

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

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

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
180	4.34	0.81	87 (48.33%)	77 (42.78%)	11 (6.11%)	1 (0.56%)	4 (2.22%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
180	4.34	0.81	87 (48.33%)	77 (42.78%)	11 (6.11%)	1 (0.56%)	4 (2.22%)

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

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

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
179	4.36	0.80	88 (49.16%)	76 (42.46%)	9 (5.03%)	3 (1.68%)	3 (1.68%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
179	4.36	0.80	88 (49.16%)	76 (42.46%)	9 (5.03%)	3 (1.68%)	3 (1.68%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
180	3.51	0.99	30 (16.67%)	62 (34.44%)	61 (33.89%)	23 (12.78%)	4 (2.22%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
180	3.51	0.99	30 (16.67%)	62 (34.44%)	61 (33.89%)	23 (12.78%)	4 (2.22%)

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

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Individual Answers
156	*See below for Individual Results*

There isn't any particular topic that stood out as my favorite. When I was understanding things and getting my code to work relatively quickly, I really enjoyed the course. If my code didn't work, it was easy to get frustrated.

I loved the chases that we did because scavenger hunts are awesome.

Classes - I enjoyed deepening my understanding of coding

Classes

Classes

I enjoyed learning about loops, because they are so frequently used.

Array lists because they were pretty simple and convenient to use.

Images

Loops and if statements, they made the most sense

The parts where we learned how to use Lou's List because it was an application that felt immediately relevant to me

The video game labs and projects were my favorite, because it was the first time we were actually coding a complex code that was visually concrete.

Learning about methods because it made me appreciate programing.

My favorite lecture was on classes because learning class diagrams made understanding structure easier.

Writing methods - they made life so much easier.

Mad Libs

learning about loops because they can be applied to just about anything

Fractal Drawing. That's when I first started to like CS

I enjoyed working on the game project; it seemed like a cool final project that involved everything we learned.

Imaging

Video games because I plan to perhaps become a video game designer one day.

I liked learning about classes because it was conceptually difficult but has really relevant practical applications.

The one about ciphers, because I'm a huge fan of spy stuff/code breaking, and I think it would be cool to program code for breaking ciphers.

For loops

I was already pretty familiar with most of the topics covered in the course, but some of the graphics we worked with in the game program were interesting.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Recursion methods as it was by far the most challenging topic we covered and thus my favorite.
	cryptography
	Pictures. gave me a better understanding of programs like photoshop.
	I really enjoyed the part of the course when we learned about writing separate classes that our other classes could call upon. It was interesting and challenging to wrap my head around.
	I really liked learning about how to build your own classes because it made me feel as if I could start making real, useful programs
	Object Oriented Programming because I felt like i really understood it well or at least knew how to write it better so the homework's weren't very hard
	My favorite topic in class, is more of activity. I really enjoyed the game project but I kind of wish we had more time and created our very own game.
	All of the topics really. I find computer science very fascinating and I am glad to have learned everything I did.
	Writing methods because I enjoyed the logic behind them
	I enjoyed the email hunt project. It was an intriguing challenge to embrace.
	I liked the paper airplane lecture. This lecture explained how you have to be very particular in how you word things in CS. I found this information useful and the delivery fun.
	Method/Class
	Flappy bird, because we hadn't really done debugging like that before and it helped for the game project.
	I enjoyed all of the lectures. Mark Sheriff is a great professor and he makes all of his lecture enjoyable. If I had to chose, digital image processing was my favorite part because it was very interesting and went along with the things I was learning in my other classes.
	NA
	I want to say game design because I had no idea how games actually worked and I thought that was really cool but it was incredibly hard and I struggled a lot.
	basics of programming, loops etc.
	Writing classes
	Email hunt
	Arrays/ArrayLists - made the most sense
	I liked learning how to code, it was an overall fun course and although time consuming and sometimes frustrating, getting the program to work at the end of the day was rewarding by itself.
	I liked the lecture about loops because loops are crucial when coding. The lectures pertaining to loops really helped me with my coding and gave me a better understanding of how to think when doing computer science.
	Image manipulation.
	algorithm
	I liked the intro basics where we had to logically just problem solve things out since they were easier and something I am more used to.
	Introduction
	learning classes and methods was cool because it put everything together
	I liked learning about how to write methods
	Classes and Methods
	Video game creation because it made me appreciate other programs and games already out there.
	Ciphers because they're pretty cool and spyish.
	Ask me anything lecture because it was entertaining and also interesting to learn more about Professor Sherriff
	The chase was my favorite lecture. It was able to take the subject matter and turn it into a fun puzzle.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I really enjoyed the POTD's associated with Lou's List. The Caesar decoding chase was my favourite because I was able to apply what I learned in lecture for my homework and then use the application of it. Hello World Creating the methods. I felt that I was learning and enjoyed it a lot. The lecture for type parsing was enlightening making games as I was able to actually use a bunch of the smaller topics but with more freedom I liked leaning about the classes and methods because it allowed me to do more complex things with the knowledge I learned previously in the course. Image manipulation Sherriff b/c Sherriff encryption Game Design classes because I never really learned them before. IF statements because they run the world! I really liked image manipulation to be honest, mainly because I am a graphic designer and i grew a finer appreciation for the men and women at Adobe for making all the programs that they do. Constructing classes I enjoyed the cipher code because it seemed the most applicable to what I want to do. The methods lectures because I think they're the most useful thing we learned. I didn't like one specific part of the class, I liked how, in general, CS allowed me to start to understand how complex simple technology is. I dunno like it's just so exciting when you make something and then you run it and it works and you made something its so awesome so all of it? object manipulation because it really showed me the practical application Bring in an object. Allowed for creativity. learning about loops The image editing, as I had not gone over it before. I liked everything with equal importance, because all of them were equally necessary for effective programming The turtle one Images, it was cool to see how I could tweak them. How to write methods and classes because I think I will definitely be using that information in future programming and it was cool to be able to write something basically entirely on our own and see it work! methods lecture was fantastic The stuff we did in lab because I could uynderstand it a bit better with more help. The encryption hunt was my favorite lecture. Not only did we get to go outside and explore grounds in a hunt for our next task, but I found that it greatly helped me improve my understanding of the topics at hand. I would have to say UML diagrams mostly because that's the thing that came to me most easily so I was relatively good at it compared to everything else. Encryption was really interesting and overlapped with another one of my classes so it was nice to learn it from two perspectives. I liked programming the joust game. none I liked the lecture about ArrayLists the best. Learning about ArrayLists made a lot of things easier.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I've really enjoyed the image processing we've been doing recently. methods/classes image manipulation Writing different classes because I understood this topic the best The game project I liked the POTDs in the beginning because they were simple and easy to understand and I didn't have to go to Office Hours in order to complete them I thought the cipher code was the most interesting. I didn't really have a favorite topic in this course. Importing files & reading URLs (the Lou's List POTDs)...got to work with actual data (?) and it felt like I could write code to make a schedule in the future. I liked image manipulation because it made coding feel tangible I liked the email hunt project because it required critical thinking. Loop, efficient Characters and int Game Project because it gives you a perspective of how game companies would function. Classes. I loved making classes and integrating them together. I really liked writing methods. Lou's List data mining, felt it was very useful with how important big data has become I liked learning about making classes and designing methods to accomplish goals and to consolidate code. It made the error-checking process so much nicer and I felt a sense of pride after every successful method. The game writing and topics were interesting, although it was kind of confusing and frustrating looking for errors in a huge block of code and it was hard to understand how everything worked together. I liked learning about classes and methods because I liked seeing how you can use multiple classes to run or write a program. Method and class design because I learned how to make a full program The algorithm design classes were actually really interesting. It's easier to learn the more theoretical concepts behind CS topics in a lecture than it is using any of the many online classes that teach code, so I appreciated the lectures that focused on these concepts. I also really enjoyed the email hunt, since it wasn't too tough but still forced me to use quite a few of the tools/skills we had covered up to that point. I liked learning about the different types of sorting things Game project because it really taught me how computer science utilizes objects and classes to create things such as games.It was also very interesting and fun to do the project. images Array Lists were fun I enjoyed the lecture on encryption a lot - I found it fascinating and quite useful Everything was cool. Image manipulation was interesting. loops. They're interesting and useful I enjoyed learning how functions in games work and how programming allows one to make the decisions desired Game designing Writing methods/designing classes because they were the only POTDs I was actually able to do on my own The ask me anything lecture was my favorite. Learning loops, because they have many practical applications and are fun to use.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	- The one concerning loops. They were very enjoyable to understand and learn I liked making methods, I found it logical and it was what seemed most powerful to what I could be doing. Class Creation I enjoyed loops. They made logical sense, and proved to be highly useful. Game project, because I learned a lot from the project and the game was fun. Game design was my favorite topic in the course because it allowed me to produce a final product that returned something beyond the command prompt. The email hunt because it seemed applicable. I really enjoyed learning loops because after that lecture the PotDs got a lot more challenging. I liked learning encryption because I thought it was the most interesting. the beginning because i understood it better The game because it was something practical that we could work with. creating classes, I liked the organization and felt it was very relevant to how programming actually takes place in the world I enjoyed enjoyed Array Lists because I enjoyed learning how they worked and problem solving with them. Learning how to create the Joust game was my favorite because I could see visual progress. The lecture that required students to leave the classroom and go on a chase. I really enjoyed the project of Joust and seeing what it takes to make a simple computer game. method creation. it gave me a better understanding of how programs work The Cipher coding. I really like codes and learning about new ones and coding them was a lot of fun. Coding codes... Creating classes because it was easiest to understand. Image detection was pretty cool too. I liked learning about how the programs interacted with the physical computer and all of the tangible aspects of the course. Pulling information from files and websites class building, made it more clean than my AP class did Programming for gaming cuz it was actually fun Writing classes was my favorite because there was more creativity involved. The section of the course when we started to make games because they are more interesting than just normal POTDs I liked learning about game design because it was cool to see just how much we could do with the limited programming knowledge that we had. I thought the image manipulation was most interesting because although I knew how to use photo editing programs before, now I know a bit more about how the programs run. I enjoyed loops, because it was the basis for everything else and I actually understood it. Encryption because that was something totally new. I liked the Q&A class the best, but I liked learning about the different sorting techniques. I most enjoyed when we finally learned how to make methods and different classes because it felt like we were starting to get into actual coding learning how to write classes because I found it the most useful Loops - applicable to lots of different programs and gave a good grasp of the basic logic needed for CS

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

6. Which topic/lecture in this class do you think you will find the most useful in the future?

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Individual Answers
152	*See below for Individual Results*

Don't really know.

creating classes

Classes

Classes

everything

The same lecture above.

Not necessarily a single topic, but the problem solving mindset; being able to see a problem, think "hmm I need to do x,y,z to solve the problem", and then translate that thought to code.

Learning how to make and use classes.

The ability to write programs that talk to each other and can work together.

Game Project

The lecture where the professor answered a lot If student questions.

general coding and understanding coding language

Probably the logic behind the problem solving needed for programming.

writing methods

loops and classes

Video games

(?)

Classes, just because they are the basis of writing code.

The loops lecture was probably the most useful lecture because we used it in almost every piece of coding.

hopefully all if I decide to major/minor in CS

I can't think of one in particular. I think they all contributed to the same thing, and helped with my problem solving.

The encryption/decryption one. That is something I'm highly interested in and might try to pursue

I will find that the thought process behind how programs work will be very useful in the future.

Probably loops and algorithms.

loops and other basic java code. Knew how to do this in python, now I know it in java.

What a method is, because it's one of the major basics in learning to program.

I liked learning about ArrayLists because at that point I really started to feel like I could apply what I was learning to real situations.

Basic programming: if statements, loops...

Creating methods/classes

Game making.

Method/Class

NA

General decision structures and the logic involved really helped me develop key understanding and skills

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	None, really since I don't plan on majoring in CS
	Most likely the use of different methods outside of the main class.
	object manipulation because it really showed me the practical application
	Excluding the lectures on fundamental topics (like loops), I'd say that the lecture on passwords was really useful, mostly because it explained something that I often use but didn't really understand before this class.
	The way that we think about solving problems.
	Methods
	Methods
	Learning how to use java and implement it in various ways through the POTDs we did.
	I think the idea of methods and breaking a large problem down into small pieces will be the most useful in the future.
	Email hunt project
	I think that the most useful topic/lecture we looked at this semester is the lecture on complexion types.
	I thinking learning a coding language in general was the most useful
	class creation
	loops
	loops
	loops
	loop, same as above
	Learning how to make a computer game sparked maybe an interest I might want to go further into.
	Sorting
	The one on encryption
	how to apply basic code to more complex projects
	The debugging part
	the intro
	Probably the conceptual stuff about algorithms because I'm going to do Chemical Engineering, so any coding I do will probably be in another language.
	Just learning Java in general
	the lecture about classes and how to call classes is probably the most useful
	Everything I learn in this class. I want to be a CS major.
	definitely the AMA lecture
	All of it since I am majoring in CS.
	General coding skills will be useful in the future.
	The sorting algorithms might be beneficial
	I think that reading data in from files and websites and sorting data into arrays and array lists will be useful.
	the basics of java and other programs. Basically how to talk to a computer
	Loops
	Loops
	Loops

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think all of it will be useful.
	I think knowing how to think about coding will be the most useful part of this course, not any one particular subject.
	Image manipulation
	General programming
	basic programming ability in java
	The object classes and writing methods will be most useful in later classes.
	Constructing classes
	methods
	Pretty much all of them
	learning how to write classes and just the basics of object oriented programming
	methods
	methods
	designing classes
	Since I hope to be taking the Computational BME CS course, I would think that the basic code writing and the logic behind the problems would be most helpful.
	The topics about why computer science is useful at all
	the lecture about other languages
	I actually find the caesar cipher really useful, I actually used my code to decode ciphertext from another class!
	I think most of the lectures were useful.
	Recursion
	- The topics concerning the creation of an analytical mindset
	Sorts perhaps and the processes behind recursion.
	none
	Classes - I can do more and understand more
	I think the Lou's List programs may be helpful in the future
	methods/classes
	methods/classes
	I think all of the lectures will be useful since I will be majoring in CS.
	Methods.
	The methods lecture.
	Loops and Methods (in no particular order)
	How to write methods and classes.
	Overall understanding of Java is good for the future
	I believe there were many useful topics used in the lecture that will be useful in the future.
	I can't say a specific one but I think learning the language in general really created a new type of thinking and processing for me.
	I would say all lectures are relevant and useful
	All of it.
	Basic programming.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Nothing specific, just the overarching ideas in general
	The logic of loops
	The basics of coding- not only do they help to become a better coder but they also help with general problem solving
	basic method/ class writing
	Problem solving
	The game project. I learned so much from it.
	The introduction to loops and more basic concepts in computer science were very helpful.
	writing class
	I think it will all be useful in the future. We learned all the basics of computer programming, which will help with all programming the future.
	The basics - loops, if statements, how to write a method
	Lou's List data mining
	Basic code such as syntax and creation of classes and use of things like arrayslists and loops.
	gaming
	methods and classes
	The basic fundamentals (primitive types, how to use loops, etc.).
	I think that the basic topics such as loops and statements are most important for building a foundation in CS.
	ama
	Class Creation
	The use of algorithms for sure.
	Array Lists.
	How to make your own classes/write your own methods, and making them work together
	loops, they are very important
	Java programming
	Reading data from files and analyzing it
	I guess being able to write methods somewhat.
	I enjoyed learning about extracting information from files because its such a relavant topic
	Collision Box should be taught with more emphasis.
	I think writing methods and classes will help the most in the future because it allows programmers to code efficiently.
	The one about how direct one has to be when programming (paper airplane lecture)
	basic coding
	I think that making different classes and having them interact will be the most useful in the future
	Just the overall course and my basic understanding of Java.
	Using Array Lists
	Just the problem solving skills I gained
	Loops
	Pulling information from files and websites
	I think I will use the array information most for digital modeling.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Class Diagrams as they seem to be a fundamental piece of software design and thus future classes and work. Methods and loops Same Everything. It was all interesting and useful. I loved the course. i like the idea of coding since we are becoming more computer dependent so now i know how it works and can write simple codes to help me Logic of entire class for my next CS course no topic in particular Class building I think the stuff about hardware and what makes a good algorithm were very useful.
7. What lecture/topic(s) in this class "did not work" or were not seen as useful in the long run? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-1110-001, Sherriff, Mark Total: 148 — Individual Answers: *See below for Individual Results*
	Discussions on stack and pass by reference/value They all worked well in my opinion. Recusion N/a I thought the "chases" would have been more fun if they were slightly easier so that more people would be able to finish them everything after the first final I don't think the game project was helpful; just unecessary stress I consider all of the course material useful and justified. I wasn't a fan of the first chase. It used the Caesar cypher which I appreciate, but me and my partner couldn't even finish the chase. We got stuck and Professor Sherriff was nowhere to be found. I understand there is only one of him, but there should have been a way for us to get help from an instructor or TA in person if we needed it. I believe image changing was not as useful. image N/A N/A N/A Mining Emails The memory storage lecture or the pass-by-value and the pass-by-reference image munipulation labs. Pictures Image Manipulation, but the logic implemented therein was still helpful. I think that most lectures built off each other and no lecture was unnecessary. I don't know. Image Manipulation

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Image Manipulation
	The AMA
	Recursion, only because it's such a hard topic to understand. Only a couple lectures were spent on recursion. Although its very interesting, it was incredibly hard to keep up and actually understand what the code was doing and why.
	NA
	NA
	the program complexity; the n^2 and n log n. I know we should know that the more complex the program the more likely it crashes and runs more slowly but I feel as though it's been stressed more than it needs to.
	I can't really think of one. All of the topics did "work" and I can see how each could be useful in the long run.
	Nothing really
	I didn't really see the point of learning memory stacks.
	The email hunt project.
	recursion. Didn't get the point of learning it. Seemed like it was really hard to come up with them for something that you could program much faster
	Some of the csv file lectures seemed a little irrelevant.
	the image manipulation at the end
	Image manipulation and the game project
	switch
	I never used "do" statements.
	The image manipulation lectures were less useful or did not work, but they were still very well done by the professor.
	The methods pertaining to the "joust" game- even if i chose to go in to game design, I can't imagine I'd be writing my own collision methods from scratch, nor that they would even remotely resemble what we did there.
	Cryptography
	I didn't think that there were any such lectures.
	learning about crytopograpy
	I didn't really like image manipulation.
	The code lectures were entertaining, but did not seem as useful
	I didn't really like learning about ciphers because it didn't seem to connect to anything else we learned.
	All of the code, at least for me.
	None.
	None.
	image stuff
	I did not think the special topic of image manipulation was useful. A lot of what we did with it could be done much easier in other apps such as photoshop.
	Photo manipulation
	Learning about computers
	None, all were good and useful
	The image manipulation topic is interesting, but in the long run, not as practical in everyday life.
	turtles

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think everything was useful in some way or the other.
	n/a
	n/a
	Decoding because we did not learn enough of it.
	Image manipulation
	Image manipulation
	Image manipulation
	Image manipulation
	all the topics seemed relatively useful and relevant.
	The "Ask Me Anything" class was not super helpful - an optional review session would have been great! Fractals did not seem as useful in the long run either, at least for the introductory nature of this course.
	Flappy Bird.
	The game project--I felt like we did not have a solid introduction as to how to write the games prior to the project
	The first chase was a pretty stellar waste of time.
	Array lists
	lou's list
	We're just learning the basics..it all seemed pretty relevant
	the chases b/c I didn't get the answer, nor was there a solution given
	Recursion
	Recursion
	Recursion
	I can't think of anything...
	I didn't really like image manipulation.
	none. I loved this class.
	I can't think of one.
	Image manipulation is interesting but there are so many programs out there designed to do image manipulation that I feel like I will never have to code anything for it
	none
	game project
	The last optional topic.
	The image manipulation did not seem as practical though it was very interesting.
	i thought we rushed through the topics at the end with imaging so i did not get a good grasp on it making this potd pretty difficult
	this whole image, upscale, gray scale, etc.
	The credit card POTD was sort of useless. It was easy, but not very useful
	image manipulation
	image manipulation
	image manipulation
	image manipulation

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I think all of what we learned will be applicable, and I guess I'll find out what won't be useful as I get farther in to CS, but I don't think I know what won't be useful because I'm obviously still on the surface of CS.
	Image manipualation
	I thought all of the lectures were useful because the code kept building on itself and you needed every lecture to move onto the next section.
	I think the image modulation is not as useful. You have different softwares to do all that.
	there is not one lecture or topic that "did not work" that I can think of
	Picture manipulation???
	image maipulation, I don't thing we needed an additional topic at the end
	The image manipulation topic
	nothing really
	Not that it wasn't useful, but I feel like learning about how the computer stores info, and other stuff about how computers work is more useful in a different class.
	Image manipulation seemed unecessary to me
	Most lectures were useful
	The recursion lecture.
	I cant reeally remember. They all seemed fairly important to building a foundation to CS.
	Arrays seemed a little irrelevant though had their use
	I can't think of any tell be completely honest.
	Everything was useful for the course. It built on itself very nicely.
	Just the last couple special topics about images
	All the stuff is cumulative; I don't know how you would do one thing without the other things...?
	There isn't a topic that stands out in my mind as belonging here.
	I thought cryptography wasn't very useful to me, and I think it could be substituted for something else. Although it was quite interesting, and it made for some involved POTDs at the time, I don't think it's very pertinent to anybody in the class.
	The image manipulation lectures were confusing and I don't think they will be useful in the future. Also, I was confused by different search algorithms.
	N/A all are useful I think
	Honestly, images, because i'd just use photoshop
	Library Book POTD.
	The AMA was humorous, but didn't help advance my knowledge.
	not a huge fan of image manipulation...I think the reason the poll results were all a 2.5 is because people didn't pay attention to whether 1 or 5 was 'most interested'. additionally I don't think enough time was spent on things like recursion to make them that useful. the class started to feel more and more rushed towards the end
	I don't think any weren't useful.
	Image Manipulation. Why not just use Adobe Photoshop?
	I can't think of any
	I don't think we discussed anything that will be useless knowledge.
	I don't think any of the lectures weren't useful.
	Nothing really "did not work." Everything was straightforward.
	Green Image.
	I did not like the image manipulation. I wish we had done a couple other different special topics.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

I thought all of the lectures were fine, the complexity ones seemed dull and not directly applicable.

Near the end of the class the instructor attempted to cover a broad range of interesting topics. I think this would have worked better as a more extensive study of a single topic, rather than several quick lectures that didnt achieve anything.

image manipulation - of all the extra topics...WHY

I thought it was difficult to understand how to make loops at first and it took me a while to fully understand it

I thought that the chases did not help me much. I was more worried about finishing it then actually learning the material.

I thought recursion was a hard topic to understand.

i did not see the usefulness in a program that found what professor taught the most classes in a given mnemonic

Some of the POTD's were a tad unnecessary in the long run but make sense for the class format.

the picture stuff at the end

The last few lectures regarding the image manipulation were interesting but don't seem necessarily applicable for future work.

Decryption, as I don't see myself using it in the future

learning float and numerous other number types. Double and Integer work for most things I've run into.

....I forgot

Complexity and all that stuff.

image manipulation, recursion, algorithm design

paper airplanes

As a non-CS major, I will probably find encryption the least useful (though it is very interesting!)

Everything felt useful

If youre not taking more CS classes, most of it was irrelevant for the future. However, it is required for Eschool so we have no choice but to take it.

Learning about the memory of the computer, or the stack. I found the topic interesting and I want to learn more about it, but the lectures didn't further my understanding very much.

8. How accurate is this statement for you if you used the podcasts from this class: Podcasts were useful to catch up on material that I missed due to absences.

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
180	4.02	1.01	53 (29.44%)	42 (23.33%)	24 (13.33%)	12 (6.67%)	1 (0.56%)	48 (26.67%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
180	4.02	1.01	53 (29.44%)	42 (23.33%)	24 (13.33%)	12 (6.67%)	1 (0.56%)	48 (26.67%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
178	3.69	0.96	27 (15.17%)	50 (28.09%)	36 (20.22%)	12 (6.74%)	2 (1.12%)	51 (28.65%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
178	3.69	0.96	27 (15.17%)	50 (28.09%)	36 (20.22%)	12 (6.74%)	2 (1.12%)	51 (28.65%)

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Every lecture (NA)	Nearly every lecture (NA)	Whenever I needed to review a topic (NA)	Only when I missed a class (NA)	Randomly just to see what it was like (NA)	Never (NA)
180	2 (1.11%)	8 (4.44%)	38 (21.11%)	56 (31.11%)	17 (9.44%)	59 (32.78%)

Results for SEAS, 1000-level courses

Total	Every lecture (NA)	Nearly every lecture (NA)	Whenever I needed to review a topic (NA)	Only when I missed a class (NA)	Randomly just to see what it was like (NA)	Never (NA)
180	2 (1.11%)	8 (4.44%)	38 (21.11%)	56 (31.11%)	17 (9.44%)	59 (32.78%)

11. How would you rate the availability of TAs?

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
179	3.17	0.80	70 (39.11%)	75 (41.90%)	29 (16.20%)	5 (2.79%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
179	3.17	0.80	70 (39.11%)	75 (41.90%)	29 (16.20%)	5 (2.79%)	0 (0.00%)

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

~

Question Type: Likert

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
179	3.11	0.78	59 (32.96%)	87 (48.60%)	27 (15.08%)	6 (3.35%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Excellent (4)	Good (3)	Average (2)	Weak (1)	Very Poor (0)
179	3.11	0.78	59 (32.96%)	87 (48.60%)	27 (15.08%)	6 (3.35%)	0 (0.00%)

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

~

Question Type: Multiple Choice

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
179	31 (17.32%)	24 (13.41%)	17 (9.50%)	62 (34.64%)	45 (25.14%)

Results for SEAS, 1000-level courses

Total	Every week (NA)	Every other week (NA)	Once per assignment (NA)	Rarely (NA)	Never (NA)
179	31 (17.32%)	24 (13.41%)	17 (9.50%)	62 (34.64%)	45 (25.14%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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

~

Question Type: Short Answer

~

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-001, Sherriff, Mark

Total	Individual Answers
116	*See below for Individual Results*

The TAs were AMAZING. They worked their tails off every single office hour and I can't thank them enough. Even when I was frustrated being stuck on problems, they were ecstatic to help me. I utilized them in person at OH every single week, and I even messaged them on Piazza.

They were friendly, knowledgeable and helpful.

They were very approachable and helpful

no

no

no

All my TA: Joe, Allie, and Graham were really helpful. They did a good job and were understanding and cooperative.

Eenope.

Nope. Didn't talk to 'em.

Some were more helpful than others. There were a couple times where the TAs weren't able to answer my questions, especially on the big projects where there was more code to look at.

Many TAs seemed like they were trying to help but it often times came off as them belittling the students as they could not figure something out.

Very helpful. They cared.

There should be more of them to help during office hours.

Good help

Some of the TAs were amazing and helpful and would go above and beyond when it was clear I had gaps in my knowledge, and some of the TAs made me feel stupid for getting help and made me want to give up on the POTDs. I started planning my days so that I could come to office hours and avoid specific TAs because they made me feel really bad about myself and would get really angry when I didn't understand what they were saying or hadn't taken an "obvious" next step in my program.

I would go to office hours multiple times/week and they were structured so poorly that the TA's could not be helpful as a result.

AJ's the man!

They were both really cool and always willing to help out when we needed them! Only thing I would recommend is that they maybe be aware of the labs before lab because sometimes it took them a little while to help us since they were not completely aware of what was going on.

Some of them were very helpful.

Some were not completely knowledgeable/helpful.

Some TAs were assholes and unhelpful while others were very nice. During office hours you pray for a helpful TA.

N/A

N/A

N/A

N/A

N/A

Scott Mallory, Matt Pearson, and Marina Sanusi were the most helpful TAs. They were not only passionate about their major but they were respectful and energetic about helping students. They would never disregard a student's opinion or directly tell us the answer. They would listen to our ideas and guide us to writing a code that would implement those ideas efficiently.

The ones I had experience with were all very enthusiastic, knowledgable and helpful

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	There were definitely good and bad TAs; some TAs would tell you exactly what was wrong/how to fix it while others would respond to your question with more questions, which only made the assignment more confusing.
	-
	-
	Jasmine and Scott were outstanding TA's. Some TA's during office hours, however, were sub par, and did not take the time necessary to truly help students.
	they were helpful with the work, but not always at explaining everything.
	they were chill
	TA are awesome and super useful
	They were all so awesome and so helpful.
	NA
	Knowledgeable, but many people go for them to help, so it was hard to get help when needed.
	No.
	Often had to wait for two hours before seeing a TA in office hours. When I would finally get to see one, he or she could be rude and not very helpful.
	Don't play music during the study session the day before the test--highly annoying
	Some of them knew their stuff more than others, and similarly those who knew their stuff were better at helping and providing aid then others. All of them were effective and helped me to enjoy CS a lot more.
	They had a lot of hours and were very helpful when I went.
	They were helpful but not always the most patient with some students who's understand wasn't as good.
	Very willing to help but sometimes when they had a lot of people to cover it was hard to get general questions answered. It was easier for them to focus on specific code not concept questions
	They were very helpful during lab.
	Some TAs were rude when I had a question and it made me not want to return to office hours. Also during office hours it was sometimes especially difficult to get help with one small thing. A TA would give a suggestion and then quickly leave and then their small idea wouldn't work and I would have to wait another half an hour to get help. I think more TAs need to be available during office hours the night before assignments are due because otherwise going is pointless because you end up just sitting there stuck and waiting for an hour.
	None
	None
	It would be helpful if the TA's reviewed the code we were working on before labs, because they were often unable to help us very much because they didn't understand the code until the end of class
	None.
	None.
	Sometimes they seem impatient but overall pretty good
	The TA's were very helpful in labs and office hours. They would help if I was stuck on a specific piece of code, or give me ideas of how to proceed writing code.
	No
	No
	No
	n/a
	n/a
	n/a

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	When the TA's were very general and cryptic when trying to help you it did NOT work well. If I attended office hours I had already viewed the general help on piazza and needed more concrete advice on how to work on the POTDs/projects.
	great knowledge of programming
	Try to coordinate your help advice, multiple TA would give multiple answers to a specific problem and it sometimes became confusing.
	They are friendly and helpful
	Great crew easily the best ta's of any class
	My TAs were very helpful and kind.
	It's kind of the luck of the draw. I find some TAs to be very helpful while others it's not worth going to office hours for.
	Some of the TAs were more equipped than others. The most helpful TAs were comfortable with talking to students and could explain things clearly.
	nice and knowledgeable
	Office hours can be a bit difficult if you have a different algorithm for the POTD than the TA, but they're usually pretty good about it. The TA's are wonderful though, and the frequency and efficiency of office hours are excellent.
	We stumped 2 TAs with our project and got varying feedback about how our project would be graded. We got comments that our program wouldn't be given full points, when it entirely met the assignment directions. The TAs didn't appear to know the full directions.
	I really liked the formatting of the TA officer hours. TAs were extremely helpful, especially for projects.
	Overall, the TAs were helpful, but were definitely sassy (even rude sometimes) especially on piazza when answering students' questions. This probably made students more embarrassed/less likely to post questions
	A majority of the TAs were extremely helpful, but others didn't seem like they interested in or capable of helping you with your code.
	did not fully understand what i would ask so they would try to answer it with terminology I didn't understand and not on my exact problem so they really didn't help with the original question.
	Never had to use the TAs because the classes proved sufficient.
	none
	none
	none
	It would be helpful to have more TAs, especially when the assignments are due soon. There was often an enormous queue and it would have gone quicker if there were more TAs present.
	They were quite helpful during the projects
	They were very friendly and helpful in lab. I had a good grasp of the concepts and didn't work with them much.
	My lab TA's were great
	That sometimes they were really confusing and end up making you more confused than when you first went for help
	JUSTIN IS THE BEST TA. EXTREMELY HELPFUL.
	There's a range. While I'm sure everyone is adequate in CS knowledge - some are very very good at explaining to students who don't understand, and others are not.
	my lab TA was a bad-ass and incredibly smart
	No comment
	I felt like they would never answer my questions in a way that I could understand. A few of them were cool but the rest didn't really help me at all.
	Allie and Stephanie were the most helpful....always.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Sometimes I'm busy at night and would like to attend office hours in the afternoon. Also, some TAs are very very kind and helpful and others are condescending and make me feel bad for not knowing certain things about Computer Science. I think they should realize that not everybody is trying to major in CS and some people need to take this class even though they're not good at it. I've never gone to office hours because people say TAs don't help much. I'm not sure if it's due to the amount of TA's or the willingness of the TAs Wouldn't have gotten through this class without them. Need more. TAs were helpful whenever I asked them for help during lab. They were great, for the most part, and usually very helpful. On occasion, it didn't seem like they were helpful, but that was rare. Many TAs were GREAT about asking me questions to learn more about what, specifically, I was having trouble with. This allowed them to better help me because they could narrow in on that one thing, and it helped me because I not only solved the short-term problem I was having but also was able to identify patterns of my own thinking that were wrong or topics that I needed to review. They were good The TA's in my lab (9:30 Olsson) were great. waiting for their help takes forever. they are good. but queuing is kind of not efficient nope TA's often didn't have enough time in office hours to help all the students and in lab they were often not particularly helpful. Sometimes they were less helpful if you were later on the cue because they were anxious to leave which was irritating and unfair. Good group of individuals. All in all they very much wanted you to succeed. awesome for most part, only one guy that could not help for his life but overall awesome very good they were awesome They were all very nice and very helpful Several of the TA's were the most helpful and thorough people ever and then there were a couple who literally did not seem to have ever seen code before. They'd just stare and make vague comments that were not helpful in the least. -N/A Those people are absolute angels. Thanks for being up at 2am when times were most dark. The TAs were always willing to help during their office hours - I wish I took more advantage of those. My TAs were very friendly! They were cool. They are helpful
15. What other topics do you wish we had time to cover or which topics did we cover that you wish we could have covered more deeply? ~ Question Type: Short Answer ~ *contributed by Sherriff, Mark (mss2x)*	Results for CS-1110-001, Sherriff, Mark Total: 131 — Individual Answers: *See below for Individual Results*
	Video game coding. web design

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	I wish we had covered recursion more deeply and actually used it rather than just be able to recognize it
	No idea. I would have said something before we decided on the image subject if I did.
	I never understood recursion
	I think we went through game design and images too quickly as I did not feel like I really learned anything from these lectures
	HTML, web design
	I would like to go more in depth about how computer memory works and related subjects
	Maybe more image stuff.
	App development, or graphics
	The image manipulation topic. Very cool and would have been nice to have been covered more deeply
	(?)
	I wish we had developed an actual understanding of some of the topics in the game program. We were handed code and expected to manipulate it. While this is not difficult, it may have been more useful to actually learn one of the more confusing topics in java and write it ourselves. I do see the value in being able to interpret code you do not understand, but that could have been done somewhere else in the class.
	No specific topics, but we went over the 'vocabulary' and syntax of computer science too quickly at the beginning. It's hard to see as an instructor because the syntax is so second nature but I'll give a couple examples. I didn't understand that some methods were already programmed into Java and some weren't at the beginning of the semester. I had no idea Rectangle was already part of Java, while Turtle was some random class that Prof Sherriff made up. I tried to call turtle in a new project and I was enormously frustrated that I couldn't do anything with it. Also, the idea that periods separate an object from a method was taken for granted in class, it seemed. It was little things like that that I couldn't wrap my head around for several weeks into the course.
	N/A
	N/A
	I wish that we had spent more time making different classes of objects interact with each other. I wish that we had spent more time translating algorithms into code.
	html, web development
	-
	I wish we could have covered some of the topics that were used in the joust game project such as graphics and key_event. I also wish that we could have learned another language as the extra lessons instead of image manipulation.
	I guess more high-level stuff...
	Recursive methods
	can't think of any
	I liked hearing about the "back-end" topics that explained how java itself was reading code (like, for example, where/how it stores information). It would be cool to leave this class with a really strong understanding of how Java itself works, and not just what you can do with it.
	Methods
	Hacking
	Hacking
	Hacking
	More Game design would have been nice and hacking would have been useful too.
	More things like the email hunt
	class interaction
	quantum processing, maybe learn more about the hardware.
	Cryptography and cybersecurity

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Video games, other programming languages
	I wish we had done a little work with graphics design. I would have been interested to see how the code works that was being used in the game project.
	Web development
	Web development
	how to export game projects/ java codes so you don't have to open them with eclipse
	Don't know how plausible it would be but I would have liked to see the differences in Java and Python side by side.
	how to design
	I think everything moved at a reasonable pace.
	None
	None
	None
	None
	None
	Everything.
	It would have been cool to talk about how the internet works more.
	Would have maybe like to spend more time on when to use what type of loop
	Website creation!
	I wished we could have spent a little more time on the basics to get a good grounding.
	None.
	None.
	Almost all of the end of the year topics that we had to vote on
	I wish we had gone over public static methods versus just public ones more because I am confused as to when to use which.
	HTML
	I would have liked to have gone into some more Game Development related topics.
	Other programming languages
	n/a
	n/a
	n/a
	Cyber Security.
	Web Development
	cool things to do with methods.
	I wish we had learned more about how to create the "JImage" window pane things because we used them a lot but never really learned how to do it ourselves.
	I think we covered everything I thought the course would cover.
	I wish we would have covered recursion more deeply
	I wish we had learned more about how computers work.
	Classes - I'm still not very clear on how to use those but it seems like an important, recurring topic
	Stuff about the internet and how the stuff behind CS really works

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	More about website design.
	Recursion
	python
	More detail in game/app design
	How the internet works.
	HTML
	HTML
	Encryption of websites
	Cybersecurity
	Cyber security.
	Cyber security.
	none
	none
	none
	none
	none
	I wish we could have learned something about web pages or security or something.
	Little bit of Python
	Before every lab, it would help if the TA's went over the basic CS knowledge we need for that particular lab. So, we would be more clear and easy to complete each lab.
	- More practice on basic primitive type uses
	Hacking, web design, anything else that Java is good for, really.
	Hacking or doing security things would be cool.
	Buttons on the screen (JOptionPane)
	We could have spent more time learning the parts of a computer and how it actually works. Topics including RAM, and other topics associated with memory. Also maybe an introduction on how computers actually process the code and carry out what is typed into the computer.
	I wish there was a better way to study all of the material.
	More game development would have been cool.
	I wish we had learned about the dark net and how the internet works.
	recursive
	Nothing, Sherriff did a good job covering everything he needed
	Game designing
	I think it would have been interesting to talk more about the internet for special topics.
	More emphasis on how to do Collision Box
	A little more on security, but mostly all was covered sufficiently.
	I think we covered a lot of good topics!
	Running programs at the same time, some more classic algorithms to be aware of, and I also would've liked to make some programs that I could've potentially used for other classes. Such as a program to calculate GPA based on weighting and whatnot, or a program to take integrals, or something of that matter. I'm pretty sure I could do most of these now, however!
	I would have liked to learn about html and more internet things.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

Graphics used in Final project

Game Design from the ground up

Cyper security

nope

hacking/web development

Cryptography and security.

I feel like every topic was rushed. I did not have enough time to understand each topic perfectly.

other languages (e.g. Python, Ruby), how the internet really works

eh... i'm good

I wish we did more specific real world programs like stuff that we might be asked to do at our jobs

I wish we had talked more about different coding languages and what their different strengths are. It would have been cool to learn a little about their syntax too.

Nothing in particular

cybersecurity

I would have like to do things with security.

None that I can think of

machine language

Web design

Web design

I would have found applying encryption interesting

viruses and cyber security.

html

html

html

Web Design/development

How to plot data or make graphs, would be useful for future assignments

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

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
178	4.22	0.64	58 (32.58%)	103 (57.87%)	15 (8.43%)	2 (1.12%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1305	4.06	0.93	446 (34.18%)	611 (46.82%)	155 (11.88%)	54 (4.14%)	36 (2.76%)	3 (0.23%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
177	4.40	0.75	93 (52.54%)	67 (37.85%)	13 (7.34%)	3 (1.69%)	1 (0.56%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1325	3.93	1.14	480 (36.23%)	434 (32.75%)	171 (12.91%)	100 (7.55%)	64 (4.83%)	76 (5.74%)

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

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
179	3.97	1.09	65 (36.31%)	74 (41.34%)	15 (8.38%)	17 (9.50%)	7 (3.91%)	1 (0.56%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1310	3.94	1.07	433 (33.05%)	582 (44.43%)	127 (9.69%)	102 (7.79%)	59 (4.50%)	7 (0.53%)

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

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
178	4.38	0.77	88 (49.44%)	78 (43.82%)	5 (2.81%)	5 (2.81%)	2 (1.12%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1306	3.95	1.14	478 (36.60%)	450 (34.46%)	160 (12.25%)	88 (6.74%)	70 (5.36%)	60 (4.59%)

20. The textbook increased my understanding of the material.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
178	3.27	1.13	18 (10.11%)	40 (22.47%)	41 (23.03%)	21 (11.80%)	10 (5.62%)	48 (26.97%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1308	3.19	1.21	132 (10.09%)	185 (14.14%)	257 (19.65%)	124 (9.48%)	87 (6.65%)	523 (39.98%)

21. The course material was well organized and developed.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
174	4.33	0.72	79 (45.40%)	78 (44.83%)	14 (8.05%)	2 (1.15%)	1 (0.57%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1320	3.99	0.99	413 (31.29%)	580 (43.94%)	161 (12.20%)	61 (4.62%)	46 (3.48%)	59 (4.47%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

22. The instructor was knowledgeable about the subject matter.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
175	4.71	0.53	128 (73.14%)	45 (25.71%)	0 (0.00%)	2 (1.14%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1319	4.47	0.75	723 (54.81%)	425 (32.22%)	71 (5.38%)	13 (0.99%)	14 (1.06%)	73 (5.53%)

23. The instructor was well prepared for class.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
174	4.68	0.56	124 (71.26%)	46 (26.44%)	2 (1.15%)	2 (1.15%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1320	4.39	0.78	653 (49.47%)	474 (35.91%)	75 (5.68%)	25 (1.89%)	14 (1.06%)	79 (5.98%)

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

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
178	3.33	1.23	19 (10.67%)	30 (16.85%)	24 (13.48%)	17 (9.55%)	9 (5.06%)	79 (44.38%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1307	3.60	1.19	199 (15.23%)	238 (18.21%)	179 (13.70%)	79 (6.04%)	53 (4.06%)	559 (42.77%)

25. The grading policy was fair.

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
176	4.06	0.89	62 (35.23%)	75 (42.61%)	28 (15.91%)	10 (5.68%)	1 (0.57%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1317	3.77	1.15	375 (28.47%)	483 (36.67%)	198 (15.03%)	128 (9.72%)	72 (5.47%)	61 (4.63%)

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

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
174	4.45	0.65	91 (52.30%)	74 (42.53%)	6 (3.45%)	3 (1.72%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1321	4.17	0.90	494 (37.40%)	535 (40.50%)	126 (9.54%)	46 (3.48%)	24 (1.82%)	96 (7.27%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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

~

Question Type: Likert

~

contributed by Dean of the School of Engineering and Applied Science

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
178	4.61	0.55	113 (63.48%)	63 (35.39%)	0 (0.00%)	2 (1.12%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
1318	4.19	0.97	570 (43.25%)	456 (34.60%)	124 (9.41%)	57 (4.32%)	32 (2.43%)	79 (5.99%)

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

~

Question Type: Multiple Choice

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
178	3 (1.69%)	38 (21.35%)	81 (45.51%)	38 (21.35%)	18 (10.11%)

Results for SEAS, 1000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
1311	168 (12.81%)	507 (38.67%)	422 (32.19%)	149 (11.37%)	65 (4.96%)

29. I learned a great deal in this course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
176	4.40	0.80	97 (55.11%)	61 (34.66%)	11 (6.25%)	6 (3.41%)	1 (0.57%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1305	3.95	1.11	500 (38.31%)	472 (36.17%)	163 (12.49%)	114 (8.74%)	56 (4.29%)

30. Overall, this was a worthwhile course.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
179	4.30	1.03	101 (56.42%)	53 (29.61%)	10 (5.59%)	8 (4.47%)	7 (3.91%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1308	3.81	1.29	509 (38.91%)	394 (30.12%)	172 (13.15%)	113 (8.64%)	120 (9.17%)

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

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
177	4.39	0.67	84 (47.46%)	81 (45.76%)	9 (5.08%)	3 (1.69%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1317	4.11	0.93	491 (37.28%)	605 (45.94%)	138 (10.48%)	46 (3.49%)	37 (2.81%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~

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

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
179	4.07	0.90	64 (35.75%)	77 (43.02%)	25 (13.97%)	12 (6.70%)	1 (0.56%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1324	3.82	1.03	382 (28.85%)	495 (37.39%)	314 (23.72%)	91 (6.87%)	42 (3.17%)

33. Overall, the instructor was an effective teacher.

~

Question Type: Likert

~

contributed by Office of the Provost

Results for CS-1110-001, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
179	4.42	0.67	92 (51.40%)	73 (40.78%)	12 (6.70%)	2 (1.12%)	0 (0.00%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
1327	3.96	1.08	483 (36.40%)	507 (38.21%)	203 (15.30%)	68 (5.12%)	66 (4.97%)

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

~

Question Type: Short Answer

~

contributed by Office of the Provost

Results for CS-1110-001

Total	Individual Answers
94	*See below for Individual Results*

Making this class 4 credits instead of 3, since there's a lab and many of the assignments took many hours to complete.

I enjoyed CS and I'm glad I had the chance to take it. I'm not sure I'll ever use the coding I learned but it was good to learn a completely new skill

Loved this class. The assignments were fun and reasonably challenging, and helped me learn the material better. Workload was reasonable and tests were fair, and Prof. Sherriff's lectures were useful for learning material (plus interesting examples/demonstrations). This course made me want to major in CS.

Corse was extremely comprehensive and strongly biased towards students with prior programming knowledge, the CS department should alott more spaces to 1112. As an completely inexperienced programmer I always spent more than 2 hours on each POTD which is almost 1 1/2 hours more than the expected time. I learned a lot about programming, but the course was too fast paced for someone so inexperienced with any type of programming

Professor was a great public figure and great with crowds and seemed very charismatic. However, when I went to go see him during his office hours, maybe I caught him when he was tired, but he was not very responsive and did not seem as approachable in person as he was in lecture.

Great class. Only class I had that I enjoyed taking this semester. I will be pursuing a minor in CS due to this course.

Sherriff is the man, he's very enthusiastic, passionate, and knowledgeable about the subject he taught.

Overall, I really enjoyed this class.

The grading of tests seemed a little unfair. It was said that if they could see that you generally knew how to do something that you would get most of the credit for that. This didn't actually happen.

Awesome teacher, cool dude

It was hard to balance the workload of this course as a CLAS student majoring in an unrelated field.

AWEEESSOMMMMEEE

Maybe less POTD's... I kept running out of time because of other classes

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	This course actually made me want to kill myself because of the anxiety that it gave me. I am not joking, I am being completely serious. I have never worked so hard for a class and still done not as well as I have wanted. This class absolutely consumed me at the start of the semester and only when I accepted that I would never be good at this class did I finally stop having panic attacks about it. You should never say that the tests are just a reflection of your "give a damn meter" because some of us give hell of a lot of damns and still don't do well because coding doesn't come naturally to us no matter how much we studied.
	This was an interesting course but was too rushed for a student with no prior experience.
	This is a good course, but you need to work hard and be diligent in it to do well.
	Learned a ton!
	Some POTDs at the end of the first half of the semester seemed overly difficult for a first semester computer science course. Namely, Roman and Nim. One homework assignment that is due three times a week should never EVER take 10 hours to complete. I went to office hours, went on Piazza, etc. and still didn't pass all the tests for these assignments. We as beginning computer science students didn't have enough knowledge or experience to handle some of those POTDs at that point. Office Hour queues were too long. I went to Office Hours every single week and I had to wait for an average of 40 minutes for help for EVERY question I had. Thus, in any given session, I could only ask for help one time because otherwise I'd be there for several hours (or the office hours would be over by that point). Sometimes it would take over an hour, and I would just have to give up and go home. Piazza wasn't reliable enough and the help was often not specific enough for me to complete the assignments. I understand that the TAs don't want to just give us the answers on Piazza, but sometimes vague hints weren't enough. This is what happened every other POTD: I worked for hours upon hours on an assignment, went to office hours, still had questions so I posted to the instructors on Piazza (at this point it's about 8 pm the night before it's due because I've been working on the POTD a lot already). A TA writes to me either AFTER I've gone to bed, or at 10 AM the next morning. I get out of class at 10:50 AM to see the message from the TA. The 'hint' is vauge so I can't play around with their suggestion for long enough to turn in the assignment before 11 AM. This EXACT scenario happened at least 4-5 times. I love the TAs to death and got lots of help in person from them that I'm grateful for, but my Piazza experience was not good at all. I even read all the posts I could and couldn't always make sense of the vague help. Overall, I learned a lot from this course and I appreciate Computer Science quite a bit now. I worked really hard and I'm not going to get an A in this course, but I don't care about the grade. I definitely put in A effort (worked hard on every single POTD, came to every class and lab, studied for the exams, got 100% on both projects), but I didn't perform well on the exams. I think the exams were too hard for a 50 minute period and I didn't finish either of the first two exams, though if we had more time I would have done much better. I'm sure I'll do fine on the final because there is more time and I definitely know my stuff, so it's a shame the first two exams didn't go as well.
	first 2/3 of the class is great. however, the rest doesnt seem interesting at all
	The course, while demanding a large amount of time outside of class, was helpful and was effective at introducing me to the basic methods and
	This was a very fun course, although a bit hard at times. Sherriff was a really engaging and exciting professor.
	good course, but very difficult. especially hard if you come in with no prior experience. Book is more effective at explaining concepts than lectures.
	The professor was good as a lecturer and his assignments were helpful in the learning process.
	I found this a particularly challenging course and would have really appreciated spending more time on the basics, as I spent a lot of time outside of the classroom but never found that I could get a very good grounding on the concepts.
	Sherriff is a great teacher and person, albeit a little bit quirky but that nothing to get in the way of his teaching. This is one of my favorite classes I have taken so far and I look forward to taking more CS classes in the future. Anyone who doesn't do well in this class either does not put the effort into it or just doesn't have the mind to think with computer science. I would impart no blame to Sherriff.
	cool but could be a dick occasionally
	Sheriff interacted well with the students in his class and was energetic in his lectures.
	Lectures are not necessary and it is very nice that attendance in not monitored, because if one knows the material he or she does not need to go to class.
	Sherriff was a great guy and awesome lecturer!
	Great course
	Enjoyed the course! Hopefully I'll use it in biomedical engineering.
	It is a very helpful class to all fields of study.
	.
	Sherriff is a beast

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	-
	The course should be worth 4 credits!
	Professor Sherriff really made the class worthwhile. Unfortunately he was of the few good professors I had this semester. He was very interesting and engaging during lecture. Homework was challenging but the professors did a good job at making them also fun.
	Loved this course. Never change it.
	Great teacher though the tests seemed to not test ability. You could get perfect grades on everything but then do poorly on the tests due to their structure.
	Thank you Professor Sherriff! Great course!
	Very fun and enjoyable for those who like to think logically in a creative way.
	Look, here's the thing. I was great at coding, really great. I got almost full marks on the final coding question, and 100% on every project, lab assignment, and homework paper. But I literally got a 60% on the final. And I'm good at coding. That's fucking ridiculous.
	Loved the class, gonna minor hopefully
	Loved having Sherriff as a teacher! Funny and makes the subject genuinely interesting. I even briefly considered computer science because he was that great.
	NA
	Very good experience overall
	This class was great, it would be nice, though, if other programming languages were taught as well.
	Professor Sherriff could be condescending when I asked him questions. Also, I feel that the course is very demanding for those who have no prior programming experience.
	I loved this class. Professor Sherriff is the best lecturer ever.
	CS is a very difficult subject to teach in a classroom setting. What appears extremely obvious and simple to some students causes others to struggle. As someone with a good understanding of cs I was not always happy with the pacing, but I was very impressed with sherriffs ability to keep the course at a healthy level for everyone. Professor Sherriff is an enthusiastic and effective lecturer and I hope he continues to teach similar courses. I was quite happy with how the professor prepared us for the potds. (Other professors did not prepare their students) Overall, the class was formatted well and achieved its goal.
	While some of the POTDs verged on taking far too much time for the credit they gave, I appreciate the grading system, the homework help system, and the sense of humor that the instructor kept and shared, which made the class a lot more interesting to listen and pay attention too.
	What's a loop, and how do I construct one?
	Great class, great professor
	I feel like this ought to be a 4 credit class
	The amount of time the POTDs took in this class was absurd, and I know a large number of people who agree with this sentiment. There were some weeks when I spent most of my free time doing work for an intro course in a department that I don't even need (I took this class simply because it seemed like interesting and useful material). That should be unacceptable. If the computer science department doesn't have enough resources to take in all of the students that want to major in the subject, find another way of dissuading them than punishing those of us who are just interested in learning some introductory material. CS1110 doesn't need to be a weed-out class.
	Sherriff is great and i would recommend this class to anyone
	I thought the class overall made me more interested in CS and I thought the class was overall worthwhile.
	Good course. Enjoyable experience though I am not an Engineer or CS major.
	Would appreciate if the full code was posted after each lecture. For example I was unable to copy down the full code for pictures.
	I didn't think the labs were helpful at all.
	nope
	Nim seemed to be pretty hard for the time at which it was given.
	As stated in the other course evaluation, I had fun and this class helped me learn that I really like CS.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	Yes, so much yes.
	This course was great! It completely changed my mind about computer science and made me switch from wanting to do mechanical engineering to computer science. I only wish that the tests weren't written. I preformed so well during the homework and projects, and would do poorly on the tests because I would have trouble finishing them.
	I learned a lot and found this course to further my interest in CS
	Sherriff is da man. Awesome teacher and the course overall was pretty helpful and interesting. It was kind of a pain at times so it did provide a bit of a challenge, and I had to consult a lot of people for help. Good course overall.
	This course is really fun. I like the material and Sherriff is engaging and approachable. A good, fun entry class, but you are actually doing work and learning something.
	Good class, Great teacher
	This class is a little too difficult for an intro level class
	Professor Sherriff is an awesome professor that makes CS 1110 a course that I believe everyone should take.
	The time taken to prepare outside class was absolutely excessive. Most students spent several hours on homework and even then would not always receive a decent score. The material was not too difficult but the assignments were ridiculously time consuming unless you have a substantial amount of CS experience. Also, on multiple occasions, professor Sherriff was rude and condescending when one asked simple questions. Overall, his assignments caused an interesting subject to be overwhelmingly stressful.
	The final exam was extremely hard, and I know that a lot of us felt it wasn't testing what we were really supposed to learn in the course.
	This class was very difficult for beginners I think there should have been a disclaimer for beginners.
	I did not personally like how this course was taught, and I found it to be more challenging than I thought it should be.
	Easily my favorite class I've taken all year. I really enjoyed the POTDs and thought they were just difficult enough to be challenging without feeling impossible, although I don't think I would've made it through the class without the TA help. I came into the class expecting to hate CS and ended up loving it. Sherriff was engaging and helpful during every lecture and adequately explained the material before the POTD was due. The exams felt like a good measure of what I had learned. I wish that the POTDs were released a little more in advance just so I could try to get ahead because often times I would need to plan my week around office hours which got a little stressful, despite the fact that I went to office hours just to fix one or two syntax errors. I also wish the submission results were an hour or two after submission rather than 4 hours.
	Nice class, great office hour availabilities from TAs.
	This is a pretty tough course. Definitely doable but just like all my other courses I wish the focus was taken off the tests.
	Java stinks, a lot. I am glad they are switching. I should have been allowed to take 1112 but they said since I enrolled then dropped 1110 last semester that I did not qualify.
	Sherriff is the man! One of the best lecturers that I have had here. I enjoyed going to his lectures
	I thought this course was harder than it needed to be for a beginning level course, as coming in with no experience I felt behind most of the class for most of the semester. I also feel that the POTDs were not really relevant to the class material as much of what was required for us to do in them we were not taught in class
	Interesting class, I enjoyed it
	It was a really tough course for me but i appreciated the help from my tutors and Professor Sheriff.
	Good course but a lot of work
	I felt like the lecture material didn't always correlate well with the current homework assignment which made the assignments harder to complete.
	Sheriff is amazing
	a good intro class
	Great, fun class!
	I really enjoyed this course, and Sherriff was an awesome teacher!
	Great course.

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~
	sherriff makes tedious things fun, awesome teacher Mark Sherriff was a great teacher and kept the lectures interesting and kept me engaged the entire time. I would highly recommend this class to other students. I personally loved this class and I loved having Sherriff as a teacher. Although sometimes you can tell if he's being sassy or actually telling you if something is bad so to some people he's unapproachable, but I found him very amusing and I hated to miss class and miss his anecdotes. I am not very good at coding. That said, I loved coming to lectures because the material was presented very well. I loved learning about computers and Prof. Sherriff was a great teacher.