

# CS 4501-01 Spec Top: Computer Science - Fall 2010

ENGR (24587)

INSTRUCTORS: Sherriff, Mark (mss2x)

Respondents: 58 / Enrollment: 72

Summary: CS 4501-01 Spec Top: Computer Science - Fall 2010 (24587)	
<b>Overall Course Rating</b> CS-4501-01 Mean 4.09 CS-4501-01 Std Dev 0.71 CS-4501-01 Response Count 288	<b>Overall Instructor Rating</b> INSTRUCTOR: Sherriff, Mark Mean 4.56 Std Dev 0.62 Response Count 400
Difference from Category Mean, Expressed in Category Standard Deviations 	Difference from Category Mean, Expressed in Category Standard Deviations 
SEAS, 4000-level courses Mean 3.93 SEAS, 4000-level courses Std Dev 0.92 SEAS, 4000-level courses Response Count 9335	SEAS, 4000-level courses Mean 4.07 SEAS, 4000-level courses Std Dev 0.96 SEAS, 4000-level courses Response Count 15589

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~																																																
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<p><b>3. Which topic/lecture in this course was your favorite and why?</b></p> <p>Question Type: Short Answer</p> <p>contributed by Sherriff, Mark (mss2x)</p>	<table border="1"> <thead> <tr> <th colspan="2">Results for CS-4501-01, Sherriff, Mark</th> </tr> <tr> <th>Total</th> <th>Individual Answers</th> </tr> </thead> <tbody> <tr> <td>52</td> <td>See below for Individual Results</td> </tr> </tbody> </table> <p>Honestly, this class has convinced me that I want to do iPhone or web development. Everything was awesome.</p> <p>The P2P lecture was my favorite. You were very entertaining and presented the material in an interesting, relatable manner.</p> <p>It is very hard to pick a favorite, everyday was exciting. This has been the only class I have truly enjoyed going to so far.</p> <p>php, ajax, SOA, android. I like the first two because they are useful web technologies but I have never used before. I like SOA because it provides me another view of using web. I like android for the same reason as the first two.</p> <p>I really liked the HTML 5 lecture. Professor Sherriff presented the information in an interesting and easy to remember way.</p> <p>HTML5</p>	Results for CS-4501-01, Sherriff, Mark		Total	Individual Answers	52	See below for Individual Results																																										
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The android project in general, the "real world application"

Peer-to-peer network architecture. It was clear it was something that Professor Sherriff was passionate about, and it came across exceptionally well. I don't use P2P file sharing systems, but I learned a lot about how they work and it's really cool technology.

HTML5 - showed us really cool examples of new things that can be incorporated in websites

Android, android, android

Mobile/Android development. The topic provided a valuable learning experience with a relatively new technology.

P2P

Security, cause I find the tech behind it interesting

The crash course on databases because I am interested in them.

My favorite topic was probably the SOA slide set because it helped me understand the basic principle of the course.

Just generally having a class on web programming totally benefits anyone who is in the computer science field. I'd make this a required course if I could.

SOA and REST

RESTfulness, because I've been making websites for a lot of years and apparently doing it wrong.

REST and why SIS isn't RESTful. I like seeing things related to stuff I've had to deal with regularly. I liked seeing exact reasons for why SIS is the way it is and how it could be better. I also liked to hear about why HTML5 is important and how it came about.

Contemporary history of things like filesharing and HTML5 because its relevant, interesting, and not something I'm likely to learn elsewhere.

I enjoyed talking about HTML5 and the growth of web browsers. It shows how all software gets outdated and needs to be advanced.

The Android development was my favorite.

The agent based systems was the most interesting topic, but it sadly came at the most busy time of the semester and so I did not have the time to put into it like I would have wanted.

P2P - I liked learning more of the historical and business applications to CS.

Sherriff's class was great. I enjoy web and graphic designing. Getting to create an app for an Android phone was really neat.

I enjoyed the guest lecture about how a mobile application was developed because it gave some insight into what all is required just to make a successful application.

Databases -- almost everything else we talked about all semester depends on a database in some way as a backend.

Usability and accessibility, you don't know bad UI until you have seen it but it is worth a shot at learning it

Web Development - I don't think there is a good book that can really give a wide background while having good information Android project was also cool.

php and database stuff, useful

All of 'em.

Bittorrent

History of HTML. We use the internet so much and it's cool to see it's origins.

mobile device usability.

The lecture about the history of the web and the current incarnation of HTML. It was interesting to see the roots of the technologies used today.

The TAC agent - fun!

They where all really great!

SOA and creating web services. To me, it was the most applicable thing learned, was enjoyable to learn, and I see myself using this information in the future frequently.

I love mobile development as well as developing web applications.

The lectures on REST and SOA not only because of the entertaining stories but really that these two defined the way web architectures are designed.

Service Oriented Architecture because I did not know anything about RESTfulness or SOAP-POX based services before taking this course

Security lecture.

P2P. I was very interested in how this worked, and loved hearing about it.

Web services! They are really useful.

P2P. It's a very relevant and pertinent topic so many of us know about, and you conveyed it pretty concisely but effectively.

TACagent because it was interesting , fun, and informative.

The P2P class was by far my favorite. Prof. Sherriff was well versed in the topic and brought light to a cultural phenomenon that we generally take for granted.

html5, wasn't aware of the vast history behind the protocol

RESTfulness favorite because we need to change the mindset of programmers/web developers everything!

Creating web services - I thought is it an interesting way to provide functionality

The discussions on Enterprise Architecture was my favorite because it gave me real-life insight to the actuality of business + computing

**4. 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-4501-01, Sherriff, Mark	
Total	Individual Answers
50	<i>See below for Individual Results</i>

to work with other people on projects, Design/development skills

The project

the lectures on Security and Usability

HTML5

HTML5

The lectures on how web services worked will be very useful.

Service Oriented Architecture

Android, android, android

Overview of databases

I think the conceptual skills about web programming methodologies and the different types of protocols and methods used will be really helpful.

Webservices / WSDL. Somehow this could probably be done better. I was in class and tried to follow along but fell behind. So I listened to the recorded lecture and still could follow how to use a WSDL. So I read the guide on the wiki and still never figured it out.

SOA.

SOA and REST

Learning how to do POX web services.

osi model blows.

The topic on webservices. It's good to understand how those work and how to use them.

The lecture on HCI

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

Anatomy of an application. It's fundamental.

REST vs. SOAP vs. POX, as it goes over the ideas that should be thought about when planning out a mobile app.

Creating web services

See above.

Service oriented architecture and web services

php and database

Web services in general, EVERYONE is doing it in jobs

Same as above, because now I can do it right.

REST.

Web services, SOA

Website creation and what makes a solid mobile app

Dynamic web/HTML5/AJAX/databases

See 3. Both my favorite and probably the most important discussion in the class [in addition to security overview and small taste of HCI]

HTML 5 because Steve Jobs said so

AJAX and RESTful applications, because it's how the internet was designed to be at first, and what applications are moving back to now.

Mobile/Android development.

The principles of RESTful applications.

I think either the HCI lecture or the mobile security lecture will be the most useful to me in the future.

Web Services Jargon for work force

Definitely the web development/android programming. I'm already working on a new project

Learning about how to use/create web services would probably be the most useful topic for the future because its something that could actually be integrated into future projects fairly easily after taking this course.

SOA and software development practices

SOA, REST.

How to write web-services, consume them, and write an app for Android. Very interesting!

Definitely not my favorite lecture, but talking about tiered architectures was very useful. That's how it'll work in industry, so it was good to see it ahead of time.

Everything. Learning about HTML5, SOAP, POX etc. Just the general development of apps and web services will really be great for myself and my future.

SOA

SOA

The lectures on SOA, Enterprise Architecture, and web services in general because these are likely to be terms that will come up in a job interview.

Probably SOA or database security.

android development

I suppose knowing about SOAP and POX will be useful, but I think that knowing how to develop in mobile devices will probably be the most useful "topic".

I don't know.

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

**5. 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-4501-01, Sherriff, Mark	
Total	Individual Answers
45	See below for Individual Results

There were a bunch of lectures in the beginning that were just basic HTML / JS / PHP that you could simply find online. I guess it was needed to bring people up to speed.

SOAP I have little interest in (seems to be dying?) I'd replace XML emphasis with JSON.

I didn't much like the SOA topics, but I'm sure they'll be useful for many.

I thought the agent competition didn't really work in the context of the course, although it wasn't terrible.

Everything was fairly useful - the development of websites was probably the least useful but only because I don't want to work specifically in that area.

The initial client-server information seemed to be the least interesting.

-Agents. It felt a little "added on."

Agent lecture/exercise. Kind of interesting, but seemed very out of place in the context of the class.

Can't think of any.

I liked all of it.

None

Nothing really stands out, some of the full day examples tended to drag but were helpful for people who needed them, so to each his own

Databases? I mean it has to be covered, but something about the lecture just wasn't too memorable or useful seeming.

TAC game

I don't know how useful knowing about REST will actually be. It seems like we all create web pages that way without knowing about it.

I didn't think we really needed the TAC competition at the end.

TAC, Security(because it's too general, I think concrete implementation is much better for understanding)

Agents

TAC agent never do this again; this was useless; the competition day was useless too; i am disappointed this was our optional topic :(

SOAP, I understand where you were coming from, but SOAP + mobile development is an awful design decision. There is a reason Android does not natively support SOAP, and there are many discussions online for providing alternatives. I should say that the SOAP discussions WERE USEFUL in the long run, just not for the context of the course, and I may be nit-picky on this.

Nothing.

The Agent stuff, while fun, wasn't really relevant.

In terms of "did not work" I thought of Enterprise Arch because it was very confusing, but I think it's ultimately useful to know about it.

I didn't really get the Agent lecture slide set. I didn't really get a handle on the code so it didn't really stick.

Probably the difference between SOA and EA

N/A

N/A

N/A

security

peer-to-peer architecture

Agent-based programming. I'm not entirely clear how widely used it is in industry.

The TAC lecture, even though it is not a full lecture. It won't be useful in the long run but it was semi fun.

Security - I couldn't get a lot out of it, since we only spent about a week on it.

REST - there are many good websites that are not restful

I'm not planning on getting a CS-related job, so a lot of the enterprise-y material didn't seem useful to me, although I understand that companies love it when you can talk about that stuff in an technical interview for a job. Also, the agent lectures/demo/game were really interesting, but I didn't have any time to actually work with and understand the details behind TAC because it was crammed in a the end of the semester when every other class had something due. Maybe move this up in the semester so students have more time to work on their agents outside of class? Just a thought.

none

Agents. No that they don't seem applicable, but it was a bit out of place in the course IMO. It seems something that a lot more time could be spent on and would fit more in AI class than web architecture.

Intro to web stuff, but that's because I didn't really need it. It was necessary though to make surer everyone's on the same page.

the easier html stuff was boring.

osi model.

EE, Agents, .NET

hmmm... can't think of any.

Agent-based systems

Security was not presented well.

I guess I didn't ever really "get" enterprise architectures. I'm not 100% sure what they do, and more importantly, the lecture came off as them being a "lesser" system--why would you want to use your degree to work on enterprise architectures when you could work on customer products!

**6. 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-4501-01, Sherriff, Mark	
Total	Individual Answers
38	See below for Individual Results

On the first day you should give the crash course on HTML and webpage development since I know half the class had 0 idea what we were doing for it.

Start the project earlier. CS3240 (Sherriff edition) and CS4240 (Bloomfield edition) both seemed much more heavily project-based than this class. I don't know exactly what the difference is, but this class felt a lot more like "hey, let's just do it all the last week or so" than those classes did. Perhaps in 3240 having a minor project and major project helped get the ball rolling. I'd recommend doing something like that again. Also having a requirement that the apps be shown to the class at the end would help motivate people. No one wants to embarrass themselves in front of all of their peers!

Keep the do whatever you want but integrate someone elses service, seeing as it was my idea lol (Hey professor ~Brandon) but more importantly I got engrossed in my project because it was mine and I loved it because of that

Increase the length of the Android project Make the Android project statement more specific Define what a feature is: how big is a feature The web service requirement for the Android project is ruining the project

nope, keep doing what you are doing

Make the checkpoints a little more firm in terms of progressing the project towered completion faster.

Maybe allow people to do fewer services in exchange for more ambitious services. My group didn't end up doing our core features the way we wanted because of time constraints, and I feel that if we had had fewer total services we could have made the app more interesting/useful.

Possibly make the web service development by the individual groups more able to work with each other; my group was extremely lucky that we found a web service that was even remotely related to our project.

Too perfect and I'm out of words.

I feel that the project started too late in the semester--I know there was a lot of setup needed, but I would've rather done some of the early homeworks (get something working in Android, etc) done while we were still working on our websites. Also, maybe requiring us to interface with some pre-existing web service would be good.

It'd be nice to have more web security stuff (though I do understand that there are other classes that cover this material), it would be nice to involve it with the web material this class is about.

I wish more time could be spent/allocated to building mobile apps.

There was no reason to wait so long into the semester to actually start the Android project. Too much time was given to the earlier Web/HTML/PHP assignments.

For me, I am an absolute freshman in web technologies before this class and I learn a lot of new things here, so I am not sure what to add. But Ajax is popular technology, can you talk more about it for the future students?

N/A

Using third party compilers like Titanium would bring a fresh new aspect to the class

I was so confused with the Agents activity. It sounded really interesting and I wanted to learn more about it, but it wasn't really taught or explained to us that well.

Define more stringent requirements for milestones in the project. It is too easy to fall behind and not know how much work you have left if you and your teammates are unfamiliar with Android development. There are a lot of small pitfalls and issues that don't rear their ugly heads until it is too late. (no knowledge to full application development.) I suggest a (large) class project built in part by everyone in the class, with the teacher being the design lead.

I wish you would take into consideration the type of project into the grade. There were people who did "simple" applications and had a nice app with all the bells. The people who went for a complex webservices... were kinda screwed. I feel that you didn't emphasize that the final product was more important than what the app did.

Perhaps a bit more guideline on how to program in each of the different platforms.

no

-The checkoffs were helpful for keeping up with the time crunch. -This had the right balance of requirements.

No. Everything went really smoothly.

provide more support for iOS development, maybe in the form of TAs who have done it before or something.

Means of authentication for web apps. Broader sampling of server-side frameworks.

That not everyone in the class may be extremely proficient in programming.

No I do not, I enjoyed the project.

require the apps have the same specs as you did a year ago

Possible extension of apps that were created in previous semesters, or improvements upon others' work.

While I understand the rationale behind the requirement that teams use at least one web service written by another team, it was frustrating that we had to modify the `_basic functionality_` of our app in order to meet this technical requirement. Many of the other teams' services did not apply to what we were doing, and therefore made incorporating that third-party service difficult.

do not allow laptops in class unless they are needed for the lecture

Have a lecture on iOS development, not just Android.

The structure for turning in a new web service every week didn't seem to really fit the creation of my groups project very well. We ended up just writing code to use the web services to get checked off and then doing all the actual programming near the end. It might be better to have check offs based on other criteria (as well as web services if needed).

The only problem was the teamwork, and there's not much that can be done about that short of pairing people up by work ethic (which can't be assessed) or programming expertise (which is a particular problem).

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

DONT DO IPHONE DEV

Start the project a little earlier and make the deadline right after thanksgiving.

More time could be spent on POX over SOAP. SOAP seems unnecessarily complex and current development looks to be favoring POX. While it's useful to know about it, it might be better to just use POX for the project.

More time, more iPhone information

**7. 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-4501-01, Sherriff, Mark						
Total	0-2 (NA)	3-5 (NA)	6-8 (NA)	9-12 (NA)	13-16 (NA)	17 or more (NA)
58	1 (1.72%)	38 (65.52%)	13 (22.41%)	4 (6.90%)	2 (3.45%)	0 (0.00%)

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)
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**8. The subject matter was challenging.**

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4501-01								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
58	3.84	0.52	3 (5.17%)	44 (75.86%)	10 (17.24%)	1 (1.72%)	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)
1870	3.92	0.87	466 (24.92%)	888 (47.49%)	375 (20.05%)	91 (4.87%)	21 (1.12%)	29 (1.55%)

**9. The objectives of the course were clearly stated and accomplished.**

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

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56	4.30	0.71	23 (41.07%)	29 (51.79%)	2 (3.57%)	2 (3.57%)	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)
1864	3.98	0.93	549 (29.45%)	901 (48.34%)	243 (13.04%)	110 (5.90%)	39 (2.09%)	22 (1.18%)

**10. 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-4501-01								
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Results for SEAS, 4000-level courses								
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1867	4.02	0.87	521 (27.91%)	1013 (54.26%)	185 (9.91%)	84 (4.50%)	41 (2.20%)	23 (1.23%)



~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

**11. The homework assignments helped me learn the subject matter.**

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

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58	4.23	0.66	19 (32.76%)	32 (55.17%)	4 (6.90%)	1 (1.72%)	0 (0.00%)	2 (3.45%)

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)
1865	4.00	0.91	489 (26.22%)	779 (41.77%)	234 (12.55%)	88 (4.72%)	28 (1.50%)	247 (13.24%)

**12. 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-4501-01								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
58	3.29	0.85	2 (3.45%)	4 (6.90%)	14 (24.14%)	0 (0.00%)	1 (1.72%)	37 (63.79%)

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)
1869	3.58	1.03	182 (9.74%)	426 (22.79%)	284 (15.20%)	92 (4.92%)	48 (2.57%)	837 (44.78%)

**13. 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-4501-01, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
58	4.48	0.63	31 (53.45%)	25 (43.10%)	1 (1.72%)	1 (1.72%)	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)
2222	3.87	1.04	643 (28.94%)	954 (42.93%)	312 (14.04%)	191 (8.60%)	76 (3.42%)	46 (2.07%)

**14. 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-4501-01, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
56	4.64	0.52	37 (66.07%)	18 (32.14%)	1 (1.79%)	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)
2229	4.42	0.74	1168 (52.40%)	813 (36.47%)	139 (6.24%)	39 (1.75%)	13 (0.58%)	57 (2.56%)

**15. The instructor was well prepared for class.**

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4501-01, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
58	4.67	0.51	40 (68.97%)	17 (29.31%)	1 (1.72%)	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)
2222	4.16	0.91	874 (39.33%)	921 (41.45%)	219 (9.86%)	89 (4.01%)	44 (1.98%)	75 (3.38%)

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

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

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4501-01, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
57	4.52	0.57	31 (54.39%)	23 (40.35%)	2 (3.51%)	0 (0.00%)	0 (0.00%)	1 (1.75%)

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)
2235	4.20	0.84	848 (37.94%)	880 (39.37%)	265 (11.86%)	47 (2.10%)	27 (1.21%)	168 (7.52%)

**17. The grading policy was fair.**

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4501-01, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
57	4.40	0.84	32 (56.14%)	20 (35.09%)	1 (1.75%)	4 (7.02%)	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)
2227	3.97	0.98	673 (30.22%)	977 (43.87%)	302 (13.56%)	114 (5.12%)	67 (3.01%)	94 (4.22%)

**18. 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-4501-01, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
58	4.69	0.47	40 (68.97%)	18 (31.03%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

Results for SEAS, 4000-level courses								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2224	4.21	0.84	860 (38.67%)	966 (43.44%)	198 (8.90%)	68 (3.06%)	27 (1.21%)	105 (4.72%)

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

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

Results for CS-4501-01, Sherriff, Mark								
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
56	4.50	0.69	33 (58.93%)	19 (33.93%)	3 (5.36%)	1 (1.79%)	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)
2230	3.69	1.12	594 (26.64%)	739 (33.14%)	506 (22.69%)	226 (10.13%)	101 (4.53%)	64 (2.87%)

**20. 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-4501-01					
Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
58	5 (8.62%)	24 (41.38%)	24 (41.38%)	4 (6.90%)	1 (1.72%)

Results for SEAS, 4000-level courses					
Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
1870	161 (8.61%)	809 (43.26%)	604 (32.30%)	188 (10.05%)	108 (5.78%)

~ QUESTIONS AND DETAILS ~	~ ANSWER MATRICES ~																
<p><b>21. I learned a great deal in this course.</b></p> <p style="text-align: center;">~ Question Type: Likert ~ contributed by Office of the Provost</p>	<p><b>Results for CS-4501-01</b></p> <table border="1"> <thead> <tr> <th>Total</th> <th>Mean</th> <th>Std Dev</th> <th>Strongly Agree (5)</th> <th>Agree (4)</th> <th>Neutral (3)</th> <th>Disagree (2)</th> <th>Strongly Disagree (1)</th> </tr> </thead> <tbody> <tr> <td>58</td> <td>4.45</td> <td>0.50</td> <td>26 (44.83%)</td> <td>32 (55.17%)</td> <td>0 (0.00%)</td> <td>0 (0.00%)</td> <td>0 (0.00%)</td> </tr> </tbody> </table>	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	58	4.45	0.50	26 (44.83%)	32 (55.17%)	0 (0.00%)	0 (0.00%)	0 (0.00%)
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)									
	58	4.45	0.50	26 (44.83%)	32 (55.17%)	0 (0.00%)	0 (0.00%)	0 (0.00%)									
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Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)										
1862	3.84	1.04	526 (28.25%)	795 (42.70%)	335 (17.99%)	133 (7.14%)	73 (3.92%)										
<p><b>22. Overall, this was a worthwhile course.</b></p> <p style="text-align: center;">~ Question Type: Likert ~ contributed by Office of the Provost</p>	<p><b>Results for CS-4501-01</b></p> <table border="1"> <thead> <tr> <th>Total</th> <th>Mean</th> <th>Std Dev</th> <th>Strongly Agree (5)</th> <th>Agree (4)</th> <th>Neutral (3)</th> <th>Disagree (2)</th> <th>Strongly Disagree (1)</th> </tr> </thead> <tbody> <tr> <td>58</td> <td>4.53</td> <td>0.54</td> <td>32 (55.17%)</td> <td>25 (43.10%)</td> <td>1 (1.72%)</td> <td>0 (0.00%)</td> <td>0 (0.00%)</td> </tr> </tbody> </table>	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	58	4.53	0.54	32 (55.17%)	25 (43.10%)	1 (1.72%)	0 (0.00%)	0 (0.00%)
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1871	3.88	1.07	595 (31.80%)	760 (40.62%)	287 (15.34%)	154 (8.23%)	75 (4.01%)										
<p><b>23. The course's goals and requirements were defined and adhered to by the instructor.</b></p> <p style="text-align: center;">~ Question Type: Likert ~ contributed by Office of the Provost</p>	<p><b>Results for CS-4501-01, Sherriff, Mark</b></p> <table border="1"> <thead> <tr> <th>Total</th> <th>Mean</th> <th>Std Dev</th> <th>Strongly Agree (5)</th> <th>Agree (4)</th> <th>Neutral (3)</th> <th>Disagree (2)</th> <th>Strongly Disagree (1)</th> </tr> </thead> <tbody> <tr> <td>58</td> <td>4.45</td> <td>0.60</td> <td>28 (48.28%)</td> <td>29 (50.00%)</td> <td>0 (0.00%)</td> <td>1 (1.72%)</td> <td>0 (0.00%)</td> </tr> </tbody> </table>	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	58	4.45	0.60	28 (48.28%)	29 (50.00%)	0 (0.00%)	1 (1.72%)	0 (0.00%)
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)									
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2218	4.04	0.87	682 (30.75%)	1107 (49.91%)	299 (13.48%)	97 (4.37%)	33 (1.49%)										
<p><b>24. The instructor was approachable and made himself/herself available to students outside the classroom.</b></p> <p style="text-align: center;">~ Question Type: Likert ~ contributed by Office of the Provost</p>	<p><b>Results for CS-4501-01, Sherriff, Mark</b></p> <table border="1"> <thead> <tr> <th>Total</th> <th>Mean</th> <th>Std Dev</th> <th>Strongly Agree (5)</th> <th>Agree (4)</th> <th>Neutral (3)</th> <th>Disagree (2)</th> <th>Strongly Disagree (1)</th> </tr> </thead> <tbody> <tr> <td>57</td> <td>4.49</td> <td>0.54</td> <td>29 (50.88%)</td> <td>27 (47.37%)</td> <td>1 (1.75%)</td> <td>0 (0.00%)</td> <td>0 (0.00%)</td> </tr> </tbody> </table>	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	57	4.49	0.54	29 (50.88%)	27 (47.37%)	1 (1.75%)	0 (0.00%)	0 (0.00%)
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Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)										
2226	4.16	0.83	830 (37.29%)	1023 (45.96%)	289 (12.98%)	58 (2.61%)	26 (1.17%)										
<p><b>25. Overall, the instructor was an effective teacher.</b></p> <p style="text-align: center;">~ Question Type: Likert ~ contributed by Office of the Provost</p>	<p><b>Results for CS-4501-01, Sherriff, Mark</b></p> <table border="1"> <thead> <tr> <th>Total</th> <th>Mean</th> <th>Std Dev</th> <th>Strongly Agree (5)</th> <th>Agree (4)</th> <th>Neutral (3)</th> <th>Disagree (2)</th> <th>Strongly Disagree (1)</th> </tr> </thead> <tbody> <tr> <td>58</td> <td>4.60</td> <td>0.49</td> <td>35 (60.34%)</td> <td>23 (39.66%)</td> <td>0 (0.00%)</td> <td>0 (0.00%)</td> <td>0 (0.00%)</td> </tr> </tbody> </table>	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	58	4.60	0.49	35 (60.34%)	23 (39.66%)	0 (0.00%)	0 (0.00%)	0 (0.00%)
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)									
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<p><b>Results for SEAS, 4000-level courses</b></p> <table border="1"> <thead> <tr> <th>Total</th> <th>Mean</th> <th>Std Dev</th> <th>Strongly Agree (5)</th> <th>Agree (4)</th> <th>Neutral (3)</th> <th>Disagree (2)</th> <th>Strongly Disagree (1)</th> </tr> </thead> <tbody> <tr> <td>2234</td> <td>3.93</td> <td>1.01</td> <td>705 (31.56%)</td> <td>958 (42.88%)</td> <td>352 (15.76%)</td> <td>146 (6.54%)</td> <td>73 (3.27%)</td> </tr> </tbody> </table>	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	2234	3.93	1.01	705 (31.56%)	958 (42.88%)	352 (15.76%)	146 (6.54%)	73 (3.27%)	
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2234	3.93	1.01	705 (31.56%)	958 (42.88%)	352 (15.76%)	146 (6.54%)	73 (3.27%)										

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

Question Type: Short Answer

contributed by Office of the Provost

Results for CS-4501-01	
Total	Individual Answers
32	See below for Individual Results

A taste of the real world. It's hard to separate college to what you will see in the job market, but Sherriff does a dammed good job of bringing it into the classroom; with guest lectures and a project that reflects this ideology. Sherriff is the embodiment of a crit roll. You're a 20 dawg! Keep it up.

..... I can hardly find a class as interesting as this one.

Professor Sherriff is one of my favorite CS professors. He is very understanding, clear, and an amazing teacher. He really breaks things down so each student can understand the topic -- and whenever I was confused or understand something he made himself available to assist me. This class was intense and challenging but it was a great learning experience and was a worthwhile course.

Fandamntastic!

Sherriff is one of the best professors I've had at this school, and this course was no exception. His lectures are always very engaging. Also, the lecture recordings are important. I don't know how many people actually end up listening to them, but I've listened to them for CS201, CS3240, and most of them for this course. It's extremely useful for studying.

Professor Sherriff made this course interesting and enjoyable! Definitely a course worth taking. I feel as though I've learned the most from this course than some of the other courses I've taken this semester. Sherriff was also very accessible and always ready to help. One of the best professors I've ever had.

:-)

It's "completely sure" not "holy sure."

Best class I have taken at UVA. It should definitely become an actual course rather than a Special Topics course! Mr. Sherriff is the best teacher in the E-School, and one of the best in the entire University. I can't wait to take more classes from him in the future.

Professor likes to use visuals and PowerPoint slides, though at times strays away and will talk for much of the class. Very knowledgeable, and while there is no specific way to structure the course did a good job of organizing the class.

I'm not a fan of the fact that you used a 3 question oral exam that was 30 percent of the course grade. I studied all the questions and wrote answers to all of them and still flubbed one of them by mistake. I get nervous being put on the spot and I don't think the "final exam" grade I ended up with truly reflects what I learned in that class. I know you said that you want to prepare us for interviews but I don't think that is appropriate for something that takes up 30 percent of our final grade...

Professor Sherriff is by far the most interesting professor to listen to a lecture from, but sometimes the material is presented in a way where its hard to take actual notes. I understand most people don't take many physical notes anymore, but for the ones that do it would be nice to have some more clearly defined topics to take notes on.

I thought that this was a useful class. I am pleased that it will become a standard class.

Good course, but Sherriff definitely favors his favorite students over others, and it reflects in grading.

This class wasn't that hard, but I learned a lot that will hopefully be useful later on. The intarwebz are the way of the future, so it's glad to see a class so invested in the way of the future.

Professor Sherriff is one of my favorite Professors in the computer science department. He knows his material, makes dull information enjoyable, and has a clear grasp on when to push and listen to students. The only thing I don't like about taking a Sherriff class is that because he is such a great professor, he attracts students who often times don't take class seriously. They will take the class for fun and not to learn and can seriously deter from group projects. This is no fault of his though, perhaps if he wasn't so awesome it wouldn't be a problem.

Make this a regular class!

Overall very good class. Wish the project was a bit less time consuming - but android has a pretty steep learning curve so we spent a lot of time just learning how to use android.

Sherriff is one of the best teachers the CS department, if not the entire E-school, has. He gives intriguing lectures and is very easy to talk to and learn from.

I really enjoyed the class and the hands-on aspect of web development.

The course requirements include designing a "web application," but this class focused almost entirely on the mobile project at the expense, I think, of a better practical understanding of web apps/AJAX/etc.

~ QUESTIONS AND DETAILS ~

~ ANSWER MATRICES ~

:D

Great class. Whatever amount of money Sherriff makes, it's not enough.

I liked this class because so much since the content was directly applicable and not theoretical. Good balance of assignments and requirements for the project.

Loved the class!

Sherrif is teh pwnz0r.

Professor Sherriff's power level is over 9000! Great course! Will recommend to others!

Sherriff is made of awesome and developing for Droids is fun!

Being Mark Sherriff is a total frat move.

See above ^ This class was my first opportunity to learn android development, sorry I didnt do it in 3240, and it was nice to learn, I focused mostly on the server side stuff so I may have skimped on the android learning, but I learned A TON about server side programming it was invaluable to learn this

Marks are really kind. Sometimes he's even rambunctious... rather important for funding.

This class is good. This class should be renamed to Web System Information Engineering "and" Mobile Software Development.