CS 1110-002 **Introduction to Programming** - Spring 2011

ENGR (32339)

INSTRUCTORS: Sherriff, Mark (mss2x)

Respondents: 298 / Enrollment: 309

Summary: CS 1110-002 Introduction to Programming - Spring 2011 (32339)

Overall Course Rating

CS-1110-002 Mean 4.10
CS-1110-002 Std Dev 0.84
CS-1110-002 Response Count 1402

Difference from Category Mean, Expressed in Category Standard Deviations:	-2 -1 0 1 2 0.00

SEAS, 1000-level courses Mean 4.02
SEAS, 1000-level courses Std Dev 0.91
SEAS, 1000-level courses Response Count 6732

Overall Instructor Rating

INSTRUCTOR: Sherriff, Mark
Mean 4.43
Std Dev 0.73
Response Count 2079

Difference from Category Mean, Expressed in Category Standard Deviations:	-2 -1 0 1 2 0.16

SEAS, 1000-level courses Mean 4.30
SEAS, 1000-level courses Std Dev 0.82
SEAS, 1000-level courses Response Count 9419

- 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-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
295	3.16	1.30	56 (18.98%)	69 (23.39%)	76 (25.76%)	55 (18.64%)	39 (13.22%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
441	3.20	1.30	89 (20.18%)	101 (22.90%)	112 (25.40%)	85 (19.27%)	54 (12.24%)

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-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
297	4.27	0.85	136 (45.79%)	121 (40.74%)	30 (10.10%)	4 (1.35%)	6 (2.02%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
441	4.29	0.81	201 (45.58%)	188 (42.63%)	40 (9.07%)	4 (0.91%)	8 (1.81%)

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-1110-002, Sherriff, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
296	4.38	0.72	142 (47.97%)	134 (45.27%)	12 (4.05%)	6 (2.03%)	2 (0.68%)

Results for SEAS, 1000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
441	4.37	0.72	208 (47.17%)	205 (46.49%)	17 (3.85%)	7 (1.59%)	4 (0.91%)

- 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-1110-002, Sherriff, Mark							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
296	3.52	1.20	71 (23.99%)	97 (32.77%)	61 (20.61%)	48 (16.22%)	19 (6.42%)

Results for SEAS, 1000-level courses							
Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
442	3.50	1.17	100 (22.62%)	143 (32.35%)	101 (22.85%)	74 (16.74%)	24 (5.43%)

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

Question Type: Short Answer

contributed by Sherriff, Mark (mss2x)

Results for CS-1110-002, Sherriff, Mark	
Total	Individual Answers
265	*See below for Individual Results*

IICI, because it brought in real world examples (video game controllers) that were fun and nostalgic.

recursion, completely new way to think

Recursion. I enjoyed the homework assignment where we had to use recursion to create different pictures. It was interesting to see how simple recursion made this.

Methods were my favorite because they were applicable in so many different situations.

Loops because they are very interesting

I enjoyed loops because I understood the material. I also enjoyed the dark arts presentation but that is not necessarily in the curriculum.

Recursion, so applicable

Scanners because it was the first real interaction we had with our programs.

Video game controllers

Loops because i thought it was very interesting.

The various loops (for, while) and data mining. I think the loops are really interesting because it allows us to complete a task many time without having to write the codes so many times. As for data mining, I think it is really amusing how data stored in some other files can be read into the program and calculations & even graphs can be made.

All the lectures from Prof. Sherriff.

Fractals, because it gave you a tangible visual result that could be manipulated.

Recursion, because I liked the recursive drawings

I liked all of the random fields that we talked about in the end, because they sparked my interest in a lot of topics that I've never really considered before.

The evolution of gaming controllers. Just a fun lecture and topic to talk about.

I liked the end of the semester when we did things involving graphics more, such as homework 5 and 6.

Working with java in general - like the simplicity of breaking a problem down into smaller steps

I really found loops to be interesting. Made programming so much easier.

I liked learning about the different kinds of loops because it made me understand how things can work differently when different parameters are given.

The human interface interaction lecture that Sherriff did. The old video game controllers was an interesting show and tell treat. I also enjoyed the lecture where he threw a big red ball at us and yoshi stuffed animals. I think that lecture had to do with arrays.

loop. because I always wondered how you could write a program which would repeat itself.

Caesar Cipher

- QUESTIONS AND DETAILS -	- ANSWER MATRICES -
	Methods, because it was a challenge.
	guest lectures at the end
	A great course overall
	I enjoyed the ciphers we did.
	I enjoyed learning recursion
	I liked the lecture about loops.
	I enjoyed the fractal and recursion stuff. The programming was more figuring out ways to manipulate the methods to get what you wanted which is like a puzzle. I like to solve puzzles.
	The lectures at the end of the semester were very interesting to me because they related computer science to the world around us. Also the lecture that demonstrated different sorting methods.
	recursion. fun.
	fractals were very cool
	HC. I find it interesting to mesh psychology and computer science
	Human Computer Interaction. It was interesting to see how people and culture affected the way computer technonology advanced.
	All :)
	My favorite topic was recursion because it was fun to make the scenes.
	Doing practical applications of what we learn, i.e. labs and homeworks.
	I like recursion - mostly because I'm a math major and I see a lot of mathematical principles in it.
	GUIs because it's interesting to use programs that don't only use inputs on the console.
	there wasn't any particular one but ofcourse as so progressed the materials became more interesting.
	definitely not recursion.
	Learning about the parts of methods were my favorite because it brought together the basics what we had assumed from the beginning.
	Loops. They were interesting to work with, especially when we started doing nested loops. Seeing their applications across different homeworks was also fulfilling.
	Loops, because they were an interesting fundamental of computer science.
	Arrays and loops because they can be applied in many situations and are very helpful when coding.
	Recursion
	Recaptcha lecture -Funny and interesting
	Loops they were the most effectively taught and represented in the textbook.
	I enjoyed the data mining homework, mainly because it was easy enough that I could do it, even with my limited CS knowledge, but it still had a worthwhile and practical application.
	My favorite topic/lecture was the lecture about cloud computing. It was absolutely fascinating how a bunch of random people can be "crowdsourced" to do something cool.
	I enjoyed Data Mining. It was interesting and engaging.
	drawing fireworks because it combined everything we learned and was interesting and cool
	Loops - they were not too difficult to understand, and they are useful.
	none of the above
	GUI. More show for your work
	Methods, because they made the programs much more concise.
	Data mining
	I enjoyed making separate classes with constructors and methods.