

*** PROVISIONAL REPORT ***

UNIVERSITY OF TEXAS AT AUSTIN
 Downing, Glenn P C S371P 54011
 B000 Basic

COURSE-INSTRUCTOR SURVEY
 OBJECT-ORIENTED PROGRAMMING

Fall 2013 DEPARTMENT COPY
 Enrollment = 55
 Surveys Returned = 23

	NUMBER CHOOSING EACH RESPONSE					NO. REPLIES THIS ITEM	AVG.
	Str Disag	Disagree	Neutral	Agree	Str Agree		
1 COURSE WELL-ORGANIZED	0	0	0	3	20	23	4.9
2 COMMUNICATED INFORMATION EFFECTIVELY	0	0	0	2	21	23	4.9
3 SHOWED INTEREST IN STUDENT PROGRESS	0	0	1	4	18	23	4.7
4 ASSIGNMENTS AND TESTS RETURNED PROMPTLY	0	0	2	11	10	23	4.3
5 STUDENT FREEDOM OF EXPRESSION	0	0	0	8	15	23	4.7
6 COURSE OF VALUE TO DATE	0	0	0	3	20	23	4.9
	Vry Unsat	Unsat	Satisfact	Very Good	Excellent		
7 OVERALL INSTRUCTOR RATING	0	0	0	3	20	23	4.9
8 OVERALL COURSE RATING	0	0	1	6	16	23	4.7
	Excessive	High	Average	Light	Insuffic		
9 STUDENT RATING OF COURSE WORKLOAD	1	15	7	0	0	23	
	Less 2.00	2.00-2.49	2.50-2.99	3.00-3.49	3.50-4.00		
10 OVERALL UT GRADE POINT AVERAGE	0	0	8	10	5	23	
	<u> A </u>	<u> B </u>	<u> C </u>	<u> D </u>	<u> F </u>		
11 PROBABLE COURSE GRADE	8	10	3	2	0	23	

 For the computation of averages, values were assigned on a 5-point scale so that the most favorable response was assigned a value of 5 and the least favorable response was assigned a value of 1.

COMMENTS:

Total Number of Comments: 14

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1. Phenomenal class, the most useful and engaging class I have taken to date.

 2. Excellent professor with a good, practical approach to programming. I learned a lot about the small details of Java which I had not known before. I think we should have spent less time on the earlier sections of the class and slightly slowed down at the end when it came to handle classes etc.

 3. This course should probably be titled "Everything you ever wanted to know about C and Java but were afraid to ask". OOP seems a bit of a misnomer on the first few projects, but I guess those are there to get you familiar with the tools like gtest and git. I feel that Prof. Downing's interrogative teaching style keeps class fresh, and he always covered very interesting material and was highly organized. It's also very nice to have a Professor who truly engages students on the Piazza boards as well as in class. I feel that this class is useful even to someone like myself who is already comfortable with C, because it shows subtle pitfalls of the language. I learned a lot. I am also a HUGE convert to test-driven development. Thanks!

 4. All of the projects were well designed. I enjoyed getting to listen to each speaker come through and I think it provides a unique opportunity for students to take advantage of throughout the semester. My only complaint would be concerning the exams. The format is understandable and the questions are fair. However, I don't quite agree with giving so much weight to each multiple choice question. An entire point of my total grade per question is quite heavy. Maybe put more weight on free response or add more mc questions? Overall, probably the best CS course I have ever taken. I will see you in Software Engineering.

 5. The guest speakers were really cool. I especially liked the ones about mobile programming because it was something that I could attempt to do on my own time. The other speakers were also interesting. Projects were pretty cool and interesting. I haven't any complaints, if I do terrible in this class it is my own fault. Though sometimes I could not understand the question being asked sometimes, but after my short periods of silence you quickly helped me to understand which was great! Thanks for everything!

 6. I learned most of the C++ I know in class. The role of objects and OOP wasn't clear until later in the course, but it makes sense now. The projects were pretty cool and things I hadn't done before. We had a fair amount of help for Allocator, which I think was useful. I wouldn't have wanted to come up with the code that was given to us. We didn't need much help for Darwin, so the lack of supplied code wasn't a problem. I'm sort of torn on the Life project a lot of it built on Darwin, but it mostly seemed like it was just a reason to make the special behavior of Cell. There's also some C++11 stuff we could have learned that looked neat. GTest was great glad I learned it. Speakers had good thoughts about choosing where to work.

 7. It's good that everyone gets asked questions during lecture since it keeps people from wandering too far off because even when they don't get called, they hopefully still attend to the major points so that they can respond if called upon. I wonder if elements of lecture could be encoded in a stand-alone program for students. One aspect of your lectures that I appreciate is the process of setting up the question, cueing in for just learned ideas as well as to previous lessons, and then directly asking students for the answer. Always though, I worry that some students don't progress through the lessons at the same rate. If the question cues could be tied to demonstrated learning, personalized for each student, I think that would be useful.

 8. Professor Downing is one of the best instructors I've had in my 3 and a half years at UT. His lecturing style gets students involved and focused on the content. He speaks very clearly and explains all the material in an extremely comprehensible way. The aspect of this course that really has left the largest impact on me is the way Downing sincerely tries to instill practical programming practices and strategies that students will be forced to master as they begin their professional career. As a student it can be an intimidating task to convince employers with little or no real experience, but Downing brings in guest lecturers and assigns readings which help give CS students clarity on what it takes to distinguish themselves.

 9. All those moments where you yelled "you guys aren't looking excited for this?!", I was excited. This has been the most useful class by far! Not using new and delete in projects was challenging. It didn't make much sense to me until Darwin. I thought it was always easier to just create a new object, but that doesn't mean it's the best or most efficient thing to do. I'm trying to think of anything that could be done better in the course but my mind just keeps going back to the frustration of not being able to use new and delete. Perhaps give students a more thorough reason as to why it's not allowed? Overall, I have no complaints and I really enjoyed the class. Thank you!

 10. I have some feedback to the following items the use of GTest to be honest I didn't benefit too much from it. It looks a burden to me that I have to fill out enough test cases for each function. However, I always finish that at the end of the project, which means I really passed the acceptance tests, making it meaningless to do unit test using GTest. The three projects, Allocator, Darwin, and Life. I really like Allocator and Life, from which I learnt inner knowledge of C++. It seems that Darwin is not necessary considering we implement life project, which is a higher challenge. Company talks are cool. They show a broader world to us and make the lecture not so stressed. I also have some comments to TA not proctor. It is ridiculous that our

 11. Feedback on projects - Allocator. I enjoyed allocator. Although it was mostly low level and reminded me a lot of my operating systems course, it was very neat to implement the machinery behind the scenes. - Darwin. This project was more difficult than the others and I learned a lot of cool stuff in the process. - Life. This was fun, however I really felt like I didn't learn much from it because I spent the majority of my time just trying to finish the program on time and doing whatever it took to get that done. Not having lectures about Handle or Inheritance before doing the project really left us in the dark. Gtest was super easy to use. I would recommend it. I enjoyed all of the speakers. I would love more speakers in classes!

 12. This class has been the best CS class thus far for me. I feel everything I've learned has been of value, and I greatly appreciate Downing's emphasis on how to succeed in the job hunt.

 13. For me personally, the material seemed to be common sense in regards to object oriented programming. The C++ on the other hand I found difficult. I felt that a knowledge of C++ was assumed and made the projects somewhat harder. Downing would call on people in class and that scared me a little thinking I would always be the next one called but helped make sure I was somewhat paying attention as he would guide you to the answer if needed. The projects were worth doing because they taught me a lot. Downing pushed for students to work in pairs but my schedule did not allow for that since I work and live off campus. The tests felt like there were too many questions to answer in so little time, especially the 2nd test.

 14. I saw all the projects as being helpful especially the Life project. I would have liked to have seen more project relying on basic

OOP closer to the beginning instead of later in the semester.
