*** PROVISIONAL REPORT ***

UNIVERSITY OF TEXAS AT AUSTIN   COURSE–INSTRUCTOR SURVEY   Fall 2016   DEPARTMENT COPY
Downing, Glenn P   C S371P   51585   OBJECT–ORIENTED PROGRAMMING   Enrollment = 68
E100 EXPANDED   Surveys Returned = 61

	Str Disag	Disagree	Neutral	Agree	Str Agree	NO. REPLIES THIS ITEM	AVG.
1 COURSE OBJECTIVES DEFINED-EXPLAINED	0	1	5	18	36	60	4.5
2 INSTRUCTOR PREPARED	0	0	0	7	54	61	4.9
3 COMMUNICATED INFORMATION EFFECTIVELY	0	0	6	19	36	61	4.5
4 STUDENTS ENCOURAGED-ACTIVE ROLE	0	0	3	14	44	61	4.7
5 INSTRUCTOR AVAILABILITY	0	0	3	19	39	61	4.6
6 COURSE WELL-ORGANIZED	0	3	4	22	32	61	4.4
7 STUDENT FREEDOM OF EXPRESSION	0	1	8	19	33	61	4.4
8 CLASS PARTICIPATION ENCOURAGED	0	0	3	8	50	61	4.8
9 ENGAGING INSTRUCTION	1	0	4	19	37	61	4.5
10 INST. HAD THOROUGH KNOWLEDGE OF SUBJECT	0	0	0	12	49	61	4.8
11 INSTRUCTOR EXPLANATIONS CLEAR	0	0	2	22	37	61	4.6
12 GENUINELY INTERESTED IN TEACHING COURSE	0	0	1	11	49	61	4.8
13 HELPFUL COURSE MATERIALS	0	4	18	20	19	61	3.9
14 ADEQUATE INSTRUCTIONS FOR ASSIGNMENTS	0	8	17	19	17	61	3.7
15 ASSIGNMENTS AND TESTS RETURNED PROMPTLY	6	15	11	16	13	61	3.2
16 ASSIGNMENTS USUALLY WORTHWHILE	0	0	8	20	33	61	4.4
17 STUDENT PERFORMANCE EVALUATED FAIRLY	0	2	9	22	28	61	4.2
18 STUDENT PERCEPTION OF AMOUNT LEARNED	0	0	4	22	35	61	4.5

	Vry Unsat	Unsat	Satisfact	Very Good	Excellent		
19 OVERALL INSTRUCTOR RATING	0	1	8	13	39	61	4.5
20 OVERALL COURSE RATING	0	1	12	18	30	61	4.3

	Excessive	High	Right	Light	Insuff		
21 STUDENT RATING OF COURSE WORKLOAD	0	18	41	2	0	61	

	Less 2.00	2.00-2.49	2.50-2.99	3.00-3.49	3.50-4.00		
22 OVERALL UT GRADE POINT AVERAGE	1	4	6	29	21	61	

	__A__	__B__	__C__	__D__	__F__		
23 PROBABLE COURSE GRADE	18	33	8	1	1	61	

          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: 32

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1. The projects have too many "gotchas". doxygen documentation is cleared if the command is run a second time, but there was no warning or indication that that would be the case. clang-format was part of the default goal in the makefile for the first project, but it was not so for subsequent projects and there was no warning of that either. Both of those are silly reasons to take points off.

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2. I think the projects seemed a bit disjointed from what we talked about in class. I also think 3 minutes is not enough time to do the questions asked in the daily quizzes. If they're going to be so hard, they shouldn't be worth so many points.

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3. I enjoyed this class very much in terms of material. The professor's lectures were very engaging. However, Professor Downing's manner of interacting with students and creating a culture of only caring about industry-jobs is highly toxic. He's shown on several occasions to have made humiliating comments to students. He shames people who don't have industry internships, even if this is not the only route you can take with a CS degree. Even though he views internships as a mandatory requirement for his version of success, he does not excuse people from quizzes for having things like interviews. He's made highly sexist comments about women   frontend dev. Overall, I think he needs to evaluate how his attitude and actions affect class culture.

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4. Most of the lectures consisted of verbal explanations of what was going on. This is an issue for me because of the following   1 I'm a visual learner and cannot simply listen to absorb information 2 I'm far more effective in my learning when going over the material on my own. So, the daily quizzes, coupled with the verbal lectures used for attendance, only hindered my learning by taking away time I could've used learning on my own. 3 I tried to write down the ideas from the projector, but realized that my relatively slow handwriting and short attention span disallowed me from keeping up. I could've kept up much better if I could use my Laptop to type notes. Overall, Great Professor. I'm simply not accustomed to his style of teaching.

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5. I thought it was a good course overall. One thing I'm not a huge fan of are the quizzes. I don't think 3 minutes is adequate time for many of the quizzes. There was a period of a couple weeks where the format of the quizzes was confusing, and it took most of the time to decipher what was happening. After a while, I got the hang of it, and it was fine. Considering it's 15 of our grade however, I'd like to see either more quizzes dropped or make them more reasonable in the provided time. The beginning project specs were pretty ambiguous, and I spent most of my time just trying to figure out what I was supposed to do. Again, after a while I got the hang of it, but it was a struggle in the beginning.   Other than that, I learned a lot.

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6. The majority of the class was learning C   rather than learning anything about object-oriented design. There was information worth learning, but I didn't get what I expected out of the course. While it was still interesting, the second projects wasn't as good as the others for learning or testing skills.

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7. Having more info on how to use the various tools needed for the projects at the beginning of the semester would help in getting into the projects.

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8. As always, your classes are awesome and I always recommend them to friends. The test and projects took a little too long to grade but I understand due to the lack of TAs and proctors this semester. Hopefully I'll see you after graduation!

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9. Tools The main tools I'm glad you had us use were git, GitHub, GTest, and Gcov. Especially Gtest and Gcov because I can see myself using these frequently in the future. I don't think travis, doxygen, and clang-check were entirely necessary for us to use in project but should of just been something that was introduced to us. Projects I really liked all the projects, but because the way my schedule worked out I REALLY didn't like time frame they were laid out in. Like I wish due dates were on weekends and the overall time was extended a bit. Speakers No issues with speakers. Other I wish the schedule was a more structured. I wish I could of seen everything that was going to be talked about well ahead of the class. "Workflow" is confusing.

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10. I've learned a great deal from this course. I appreciate the effort to engage students. The weekly blogs make the class feel more personal. I didn't like the first two projects, Collatz and Netflix. The optimizations I applied in Collatz felt more like novelties than useful programming strategies. Memoization and dynamic programming are best left to a dedicated algorithms course. Solving the Netflix Prize was interesting, but not fulfilling. The odds of me re-using our prediction strategy is close to zero. I also don't like how the quizzes can be tricky. I often forget a specific use case. Please let me go back and forth between the questions. Please drop quizzes for onsite interviews! For a MWF class it's impossible to avoid conflicts.

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11. No suggestions Glenn Downing's method of teaching is engaging and incredibly well organized.

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12. Loved the lectures, very engaging.

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13. It would be better if material relating to projects were covered before the project starts or at least the week the it is assigned. For example, lectures about the Circle and Shape classes would've been more helpful before or during the Life project.

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14. I didn't completely get all the things we had to do for all the tools in order to get points for everything until assignment 3. I feel like a more thorough explanation before assignment 1 would've been great.

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15. If I were to fix one thing in the class it would be the projects. I believe a little bit more explanation of what we need to do in the projects would've saved me so so much time. For instance in the netflix project me and my partner spent a good 5 -7 hours trying to figure out just how the boost library worked. It was a waste of time because we never got it to work and i dont believe many of the people in the class did either.

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16. I think the assignments in the class were graded fairly slowly. On the class website, it states under the Projects section that "The grader will grade the projects within one week" and under the Tests section that "The grader will grade the tests within one week." This wasn't true for any of the projects or tests so I think it would be beneficial to change these statements so that students are not mislead as to when their assignments will be graded. This also caused some posts on Piazza where some students were frustrated that certain assignments had not been graded after a significant amount of time after the one week period stated. Other than this one issue I thought the class was informative and fun, and your personality made it better.

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17. This is probably outside the realm of what Professor Downing can do, but I would have loved to see more women coming in from companies to talk to our class!   Other than that, I really enjoyed this course. Getting called on in class stressed me out a

bit, because I struggle with on the spot questioning, but it is still great interview prep. I wish there had been an option for private piazza posts I often had work during office hours and couldn't come in to ask more detailed questions. This would require more time of the instructors though and with such large class I understand why it wasn't available.

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18. Overall a great class. It is stated on the class website that projects and tests would be graded within one week which they usually weren't. I don't think they necessarily needed to be graded faster, just that setting a more realistic expectation would help. The quizzes are somewhat frustrating in this class. They set a good bar for what we need to know to do well in the class but its frustrating to do well on tests and projects and still have my grade suffer due to missing knowledge while we're still learning it, or worse, an automatic zero when shit happens and you show up to class 5 minutes late.

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19. I would have enjoyed this course more if it was properly titled "Random trivia about CPP" instead of "Object Oriented Programming". The structure of the course was confusing, jumping between various parts of CPP implementation details, often withoutan overarching goal to tie individual lessons together. There was very little coverage of design patterns or good OO design philosophy. However, the contents were well taught and I did learn some things about CPP. It just wasn't what I wanted and expected to learn from the class.

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20. The course itself was great, and Downing is an awesome professor. But some of the last minute changes to projects made on Piazza were very unwelcome. Considering Downing has been teaching this course for several years, I'm surprised by the number ofsmall errors that had to be corrected.

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21. The course has grown on me as the semester progressed. Thanks for always being open to suggestions and looking to improve the course. -Simon

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22. I would like to see us go into more depth of OOP concepts instead of just the normal inheritance virtual stuff. Most of us already knew that stuff coming from Data Structures. Also, the projects were good but I think too much time was spent working with tools such as travis, doxy, UML, etc. The total time spent on the projects was good but more of that time needs to be shifted toward actual coding in C .

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23. The only complaint I have with this course is the quizzes at the beginning of class. The way they are set up on canvas, you are unable to go back and change answers if you know you got a question wrong. My average quiz grade would be significantly higher if all the questions were on one page and I didn't have to press a "next" button. It would be extremely helpful if there were buttons to go back to previous questions.

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24. The lecture material was very interesting and I learned a lot from the class. The things I learned in this class helped me get an internship.

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25. I thoroughly enjoyed the course. At the beginning, and even at the end, the prospect of being called on was very daunting, but admittedly effective as a strategy for keeping my attention. As a result, I feel like I have retained a lot more content. I especially enjoyed being exposed to the development tools like git, TravisCI, and Docker, and have already begun to incorporate these into personal projects. I also found real-world examples, like from your past jobs, to be extremely interesting. My only criticism is that the quizzes were often excruciatingly difficult, which I feel could be remedied with a small amount of additional time, as I found myself usually being able to find the "correct" answer as soon as the question was re-displayed

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26. The class is very structured, but also rigid. This could be good for some, but bad for others. I feel like there was no room to step back a moment to explain a concept in a different aspect so that others could understand. It seemed that things wereonly explained once ever in class.

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27. Overall, the course of great. There was tons of great material and I don't know if I would have ever understood C   without it. I was a little dissatisfied with the format of the quizzes little time to think and you can't move backwards and I sometimes got frustrated with the specification of project requirements through Piazza. However, the content of the quizzes and the projects were incredibly helpful in my understanding of the course material. While writing like 70 unit tests for Life wastough and tedious, it was interesting how, combined with the no new and delete rule, it pushed me to create a more concise design. Even if the workload was generally a little heavy, I'm not sure if it can be cut without losing value.

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28. Great instructor.

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29. This class and professor were excellent except that sometimes there were issues with the tools we had to use   cough travis that slowed things up. BUT, I should add that this happens often in real life and is extremely hard to account for so I don't think it can really be faulted against the class or Professor it's kind of actually more realistic to have to learn with changing tools that you have to re-figure out when something changes, honestly.

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30. It has been a great semester taking this course from Professor Downing. The workload isn't too heavy and as long as you start the projects a little early you are almost guaranteed to finish on time.

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31. The requirement for having 15 issues on github felt arbitrary, as for some projects it felt like a stretch to make 15 issues.

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32. Lectures were interactive and engaging, and assignments were effective at acquainting me with principles taught in class. Overall I felt that the class was cohesive, well-presented and extremely useful. My only complaint is that assignment requirements at times felt ill-defined, and lots of clarification had to be obtained through platforms like piazza however, instructor availability was good enough on these platforms that any vagueness could be quickly sorted out.