

CSE 1325 Course Survey

1. Did you feel like you learned something related to the course topic in this class? Yes/No

Yes

Why?

I felt like I learned a lot with all of the concepts of object-oriented and GUI

2. How well did you feel the lectures were structured? Answer on a scale of 1 - 5 with 1 being not structured at all, and 5 being extremely well structured. Feel free to give 2 answers (before baby and after baby)

4 & 3

Why?

I felt like the two weeks went at the right pace to give students time to prepare a new operating system (Ubuntu). I somehow felt the course could have went a little faster over encapsulation, inheritance, and polymorphism, so that we have more time to learn to code GTKMM and work on the project near the end.

3. Were the number of homework/program assignments correct for this course? Answer on a scale of 1 - 5 with 1 being too few, 3 being just right, and 5 being too many.

4

Why?

There were kind of too many homeworks.

4. Was the difficulty of the homework/program assignments too easy or too hard? Answer on a scale of 1 - 5 with 1 being too easy, 3 being just right, and 5 being too many.

5

Why?

The homeworks /sprints near the end of the semester were hard because of the lack of enough given instructions for each sprint.

5. How well do you feel like you understand the concepts of Encapsulation, Inheritance, and Polymorphism? Answer on a scale of 1 - 5 with 1 being not at all and 5 being extremely well.

4

Why?

Based on my experience from the homeworks, it did help
me understand all of these concepts.

6. Did you feel like this class was primarily focused on learning Object Oriented Programming, C++ programming language, or GUI programming. Answer Object Oriented, C++, or GUI.

Object-Oriented

Why?

Given most of the lectures and HW3-7 plus HW8-9
(Sprint 1-2), it seems like this course emphasizes heavily
on object-oriented.

7. How did you feel about the order the material was presented in? Answer on a scale from 1 - 5, with 1 being extremely out of order and 5 being perfect order.

5

Why?

I think it's great that all of the concepts of object-oriented is covered first before GUT are introduced.

8. How did you feel about how the homework assignments were presented in the instructions? Answer on a scale from 1 - 5, with 1 being not presented clearly at all and 5 being presented extremely clearly.

1

Why?

Because of the project sprints. The instructions in the product backlog was incomplete, so we had to fill in the rest and decide what is required for each sprint.

9. How useful was it when the Homework was due on Sundays, which was the way it was supposed to be this semester. Answer on a scale from 1 - 5, with 1 being not helpful at all and 5 being extremely helpful.

3

Why?

Not very much. I preferred to use my weekend to get ahead or to catch up in other classes. Thus, it's hard to get a last minute help on Sunday over the harder parts of the homework. I guess the delayed homework postings did help one thing and pushed the due dates to Mondays and Tuesdays instead.

10. How easy was it to handle GTKMM? Answer on a scale from 1 - 5, with 1 being extremely difficult and 5 being extremely easy.

2

Why?

It's very hard to handle at first. Takes a while to learn at the beginning.

11. Last semester, I taught this course in a different order. The previous order was intro to c++ and classes followed by test, Then Graphics and inheritance followed by a test, then your project with lectures going over polymorphism and other misc topics (including files, streams, and some other stuff we did at the start of the class). This order was intro to c++ and classes then a test. The second portion was be polymorphism and inheritance followed by a test. Then the last portion was be the project while going over graphics and misc topics. Do you feel like this was a better order compared to last semester? Answer Yes/No.

Yes

Why?

It's better to fully understand the concepts of object-oriented before GVI's are introduced.

12. Was teaching primarily from code and not from powerpoint useful? Answer Yes/No.

Yes

Why?

Because of teaching from code, I was able to pick up both C++ and all the concepts object-oriented quickly.

13. Was posting the sample code online useful? Answer Yes/No.

Yes

Why?

Once again, the sample code helped me pick-up
C++ and the concepts of object-oriented quickly.

14. Did you participate in the Virtual Classroom Sessions? By this, I mean did you log in while they were going on? Answer Yes/No.

Yes

Why?

Because I felt like missing a virtual class is very
much like skipping a class.

15. Did you find the virtual classrooms a good substitute for a regular class session? Answer Yes/No.

Yes

Why?

It wasn't a bad thing at all. With the ability to raise hand and interact with the chat, it's close enough to resembling an actual classroom environment.

16. Would you take a full class of virtual classroom, especially if all the classes were scheduled to be at the same? Answer Yes/No.

No

Why?

Even virtual classes does work out. A traditional in-classroom setting is better where the instructor and the students can see each other face-to-face.

17. Did you use Slack during the semester? Answer Yes/No.

Yes

Why?

It's important to know what's going on.

18. If you used Slack, was it useful to you? Answer Yes/No.

Yes

Why?

We can ask questions to other students or the instructor.

19. Any other comments, positive or negative, you wish to make about this class? Any other suggestions on how to improve this class?

Unfortunately, the delaying of when the lecture slides and homework are posted hurt us. This cause a lot of schedule conflicts with exam dates and homework due dates in other classes. The postponed HW5 and such left us little time to work on the project. In other words, it would had been better if were on HW 9 / sprint 2 by the time exam 2 is given.