Software Design (CS223 2004F)

End-of-Course Survey

Please take a few minutes to fill out this survey. Your comments will be valuable in helping to improve the course. These forms will not be read until after grades are assigned.

Background

- a. How much time per week outside of class did you spend on this course? [   ]
- b. What percent of the assignments did you complete? [   ]
- c. What percent of the classes did you attend? [   ]
- d. What grade do you expect to receive? [   ]

Books

For each of the following, provide a value between 1 (strongly disagree) and 5 (strongly agree). Add comments as appropriate.

1. We should continue to use *UML Distilled* in the class. [   ]

2. We should replace *Exteme Programmin Explained* with a book that focuses more on the *how* of XP. [   ]

3. We should continue to use Riel's *Object-Oriented Design Heuristics* in the class. [   ]

4. We should continue to use *Design Patterns* in the class. [   ]

5. Are there any other books you would suggest for the course?

Project

There are two basic project options for CS223: We can assign the same project to each group or we can allow each group to pick its own project. The advantages of assigning a project include: It is easier to choose the right level of project, it is easier to switch people between groups, we can more productively use class time for discussing projects. The advantages of letting groups choose their own project include: A wider variety of interesting projects, students feel more ownership of their projects.

6. Would you prefer that we assign projects (Omondi has suggested a fish tank) or let students choose their own? Why?

7. Any other thoughts on the project?

Exams

8. Were the exams at the appropriate level? Did they cover the material you expected them to cover? What changes would you suggest to the exam?

Summary

9. What were the strengths of the course?

10. What suggestions would you give for improving the course?