

Dynamic Object-Oriented Programming with Smalltalk – HS 2009

Questionnaire

1. Lectures Please indicate for each lecture one of: (A) very good – I learned many useful things; (B) average – should be improved next time; or (C) not good – I learned next to nothing.

Please also enter any brief comments. (Longer, general comments may be entered on the back of this sheet.)

	Lecture	A	B	C	Brief comments
1	Introduction				
2	Smalltalk Basics				
3	Standard Classes				
4	Smalltalk Coding Idioms				
5	Seaside				
6	Debugging				
7	Best Practice Patterns				
8	Refactoring and Design Patterns				
9	Classes and Metaclasses				
10	Reflection				
11	ByteCode				
12	Virtual Machines				
13	Traits & Classboxes				

2. Exercises Please indicate for each exercise one of: (A) very good – I learned many useful things; (B) average – should be improved next time; or (C) not good – I learned next to nothing.

Please also enter any brief comments. (Longer, general comments may be entered on the back of this sheet.)

	Lecture	A	B	C	Brief comments
1	Introduction to Pharo				
2	Objects and Expressions				
3	Simple Counter				
4	LAN Simulation				
5	Seaside 1 (TicTacToe, etc.)				
6	Seaside 2 (Buying ticket)				
7	Seaside 3 (Theater app)				
8	Patterns and Refactoring				
9	CodeScope 1				
10	CodeScope 2				
11	ByteCode				
12	TBD				

3. Code examples The code examples in the lecture notes were:

	very useful	useful	weak	useless
Code examples				

4. Free-form comments Please list any additional comments on any aspect of the course or the exercises. Of particular interest are:

- What parts of the course were good and should not be changed?
- What parts were inadequate and should be fixed?
- What topics are missing and should be covered in future?
- How should we change this form?