

## P2 – Programming 2 – Spring 2010 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.)

	<b>Lecture</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>Brief comments</b>
1	Introduction				
2	OO Design Principles				
3	Design by Contract				
4	A Testing Framework				
5	Iterative Development				
6	Debugging and Tools				
7	Inheritance and Refactoring				
8	GUI Construction				
9	Guidelines, Idioms ...				
10	Advanced OO Design				
11	A bit of C++				
12	Einblicke in die Praxis				
13	Common Errors ...				

**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.)

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11	A bit of C++				
12	Einblicke in die Praxis				
13	Exam Preparation				

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

	<b>very useful</b>	<b>useful</b>	<b>weak</b>	<b>useless</b>
Code examples				

**4. Free-form comments** Please list any additional comments on any aspect of the course or the exercise sessions. 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? What should we change on this form?