

## 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 Repetition				

**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?