

What concepts and skills learned in school did you find valuable on your internship(s)?

Debugging skills acquired from Gary Gillespie's CSE 12, and not CSE 15L. CSE 135.

Gary's CSE 12.

CSE12 with Gary was extremely helpful in getting me an internship as well as my full time job Most of the projects in the CS program are good prep and CSE131 is just nice to talk about with other developers Commenting practices & styling are definitely a plus and they push it really hard at UCSD.

What qualities or skills do you think are important to learn programming well, to "get it" (list as many as you think)?

Gary's CSE 12 Persistence

If there was one thing (a course, social issue, technical issue) that you could change to improve the CSE major experience what would it be? (7 out of 42 respondents -- 1/6 of them mentioned CSE 12):

Let Gary Gillespie teach CSE 12. He's good at it, and there was a great system going with all his tutors (paid and volunteer). Gary's CSE 12 course gives students strong fundamental knowledge in debugging and programming. It also exposes students to C and C++ early on.

Bring back Gary's CSE 12

I feel that the standards are slowly slipping. Some of the hardest classes such as CSE 12 are being reduced in difficulty. I think that to improve course quality the important thing to do is provide stimulating coursework not reduce difficulty.

bring the old CSE12 back (gary's). extremely learned a lot and can apply to real world

Get that CSE12 with Gary back in the curriculum. Many employers that I had to interview with want good C++ skills even if they are not developing primarily in it. That class was hard, but there was a reason for that.

Bring back the old CSE 12 with Gary.

bring back the old cse 12.