1. **You knew you were headed for a career in CS when...**
   I got two degrees in Electrical Engineering, but everyone wanted to hire me as a programmer.

2. **What is your favorite class to teach and why?**
   Really, I don’t have any one favorite. Any class in which I get to talk about programming languages or design techniques is a lot of fun for me.

3. **One piece of advice I have for students is...**
   Visit and speak with your teachers!

4. **If you could have dinner with a famous computer scientist, living or dead, who would you choose?**
   Probably Noam Chomsky. He was a computer scientist, a linguist (a field which I also find fascinating), and a political hot head!

5. **What is the most interesting project you’ve worked on?**
   When we started teaching objects in CS1 and CS2 (using Eiffel) in 1994, I, with help from other faculty, developed a framework for card games that we used in lots of assignments. It is not that impressive by today’s standards, but I was discovering on my own several designs that would be called common “patterns” in a book that came out the next year.

   I also often remember fondly the project a few years ago in which I supervised a handful of honors students. The goal was difficult -- hooking together incompatible calendar and mail programs -- but the enthusiasm and knowledge of the students made it quite rewarding.