FUDA EMPIRICAL EVALUATION
Development Experience Questionnaire (Used Templates)

NOTE: This is a fillable PDF file. If you are not using a PDF writer, please make sure to print this file to a PS or PDF file to not lose the information.

Name: S7  Date: 29.10.2010

Concept: □ JFace – Context Menu  ☑ JFace – Content Assist
         □ Eclipse – Navigate      □ Eclipse – Table Viewer

Q.1: Were you able to implement the concept successfully?  ☑ Yes  □ No

Q.2: How much time did you spend on the concept’s implementation? 18 minutes

Q.3: If not successful to implement the concept, what was the main reason in your opinion?

□ Lack of experience.
□ Not a useful template.
□ Not useful sample applications.
□ Complexity of the concept.
□ Other. Please specify: ____________________________________________

Q.4: Did you refer to the example applications’ source code to implement the concept?

□ No. None of them.  ☑ Yes. One of them.  □ Yes. Both of them.
   Please specify: ____________________________________________

Q.4.1: If yes, for what program statements and what kind of information?

Stealing whole portions of code.
Q.5: Overall, did you find the templates useful? If yes, in what way? If not, why?
I looked at the template, found an interface. Using the comment I jumped in the example application where this interface was implemented - note that I could just perform a Java search for the interface itself.

Q.6: Do you think that the format and structure of the templates are OK? If not, what are the main issues?
The first time I looked at the template was also the last time - for me it was a random mess with almost no structure. Trying to understand it would take too much time.

Q.7: What kinds of information do you think are missing in the templates?

Q.8: Overall, in the range of 1-5, how do you rank the provided template in terms of usefulness to implement the concept?

☑ 1 = Not Useful  □ 2  □ 3  □ 4  □ 5 = Excellent

Q.9: Do you have any additional comments on this experiment?
The only thing that I really needed was a name of a single interface that needs implementing. From there, using example code and fixing compile errors is enough.