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: S22   Date: Aug 23, 2008

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? 37 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?

- First of, I had a bad time trying to use the "search" option until I figure that I should use the "search -> file" option to search for things like /* FRL_*
- I basically used the FUDA's labels FRL* to find related code in the examples

Q.5: Overall, did you find the templates useful? If yes, in what way? If not, why?

- At some point during the implementation I found myself lost, maybe trying to read some "text" not code, something that could help me to understand the many concepts involved: actions, listeners, views, menus, menu managers, etc.
- I barely paid attention to annotations such as REPEATED! and ||
- I essentially used the template tokens "FRL" to jump to the examples and then try to extract some useful pieces of code.
- Eclipse automatically helped me to figure which methods should be overridden (e.g. Action.run)

Q.6: Do you think that the format and structure of the templates are OK? If not, what are the main issues?

- I do think that the templates do a good job in pointing to useful parts of the code in the examples
- I definitely think that the templates must be integrated with more friendly interface that helps jumping into the sample code.
- Did you ever consider removing examples from the templates? dynamically For example, it would be nice to see the template for example A or B in isolation. This can be especially useful when the template is large and based on many examples.

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

- Again, I think the templates are nice but they would work much nicer if properly combined with a friendly user interface.

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?

- I think the first implementation helped me to save some time here, maybe 5 minutes? For example, I knew that I should put the call "createContextMenu(viewer);" inside method "createPartControl(..)" mainly because of what I learned in the first example.
- I think there is obviously a learning curve associated to using the FUDA approach. It was my first time using FUDA templates and I think that in the long run I could quickly related FUDA annotations to actions in coding the framework implementation.

Additional Space: