FUDA EMPIRICAL EVALUATION Development Experience Questionnaire (Used Documentation)

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:	S1 Date: Aug. 11, 2008					
Concep	t: DJFace – Context Menu DJFace – Content Assist Eclipse – Navigate Declipse – Table Viewer					
Q.1: Q.2:	Were you able to implement the concept successfully? Yes No How much time did you spend on the concept's implementation? 25 minutes					
Q.3:	If not successful to implement the concept, what was the main reason in your opinion? Lack of experience. Not useful documentation. Not useful documentation. 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. specify: KTreeMap					
	 Q.4.1: If yes, for what program statements and what kind of information? Referred to KTreeMapView Looked at the 'drillDownAdapter' field, then traced its use using the Java Editor markers (on left hand side). Added "drillDownAdapter = new DrillDownAdapter(viewer);" statement to sample application. Added "drillDownAdapter.addNavigationActions(manager);" Traced the manager parameter from the method using the Call Hierarchy View to the statements: "IActionBars bars = getViewSite().getActionBars()" and "bars.getToolBarManager()". 					

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Q.5: How many documentations did you use in this experiment?

	None	:]	✓ Only one. Please specify: _Jav	a Doc	Two.		
Q.6:	For each documentation, please specify which parts of the documentation did you read						
	Doc1:	None	Only Releva Parts	nt 🗌 A Big Portic	on 🗌 All of that		
	Doc2:	None	Only Releva	nt 🗌 A Big Portic	on 🗌 All of that		
Q.7:	-		d all the require in the provided doc	ed information for umentation?	Yes V No		
	Q.7.1: If not, what kinds of information were missing in the provided documentation?						
	In answering this question, I referred to documentation as the JavaDoc and Tutori						
	The JavaDoc provided some usage information in the class header. However, information was much too coarse-grained for me to construct any useful implementation. I could not find any useful information relating to the Nagivate concept in the Tutorial.						
As a result, I needed to use the sample applications to find the implement details.							
Q.8:		ou able to easily documentation?	access the desired	l information in the	e 🗌 Yes 🔽 No		
	Q.8.1: If not, what were the difficulties?						
	epts that were not of						
	the class	s heaḋer) or far t	ail that was either t individual API call the concept in my	s). It was hard to see			
Q.9:	In your c	ppinion, was the de	ocumentation conci	se enough?	🗌 Yes 🔽 No		
Q.10:							
	$\Box 1 = N$ Useful	Not 2	3	4	$\Box 5 =$ Excellent		

Q.11: Do you have any additional comments on this experiment?

- The Eclipse Call Hierarchy View was useful in identifying variable usage.

- The provided JavaDoc gave a hint as to the Class to search for when implementing the concept. In reality, we would need to do further searching in order to identify this class, since the Abstract Concepts generally do not map directly to an Object Type.

- The JavaDoc was very useful in explaining the purpose and function of the concept.

- Was unsure as to whether I needed to implement any additional actions to the Toolbar, other than the provided "goHome", "goForward" and "goBack" actions.