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: S1   Date: Aug 11, 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? <u>50 min</u>

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?

- Extensively use traceability of FRL_n statements
- Needed source code to see context of usage, and to find instantiations needed for parameters.
- FRL_30 - False positive, statement not needed in this context
- FRL_16 - It was missing a needed parameter. Quick Fix / Auto-completion helped find correct signature.
- Needed to refer to implementations of IContentAssistProcessor in framework applications.
- Similarly, for SourceViewerConfiguration, needed to use framework applications as guide.

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

Yes, the templates were useful. The templates helped to limit the scope in which I needed to analyse the provided sample framework application. I only had to refer to a set of approx. three classes in each application. In addition, the template provided useful boiler-plate code which I could use as a starting point.

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

The overall structure was useful, however, some points for improvement are:

- Implemented interface method parameters only show the type in the template. It would be helpful to show the provided Parameter name from the interface, to provide further context to the call.
- I did not understand the syntax of FRL_21.

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

- I needed to lookup how to construct a Color using traditional means from the sample apps. It was not included in the templates.
- Needed to find method to call template code from the sample text editor. I accomplished this using the Call Hierarchy View on an implemented sample sourceViewerConfiguration. This method was 'TextEditor.initializeEditor()'.

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?

- Had to refer to plugin.xml to find what file type (ie. txt) the provided FUDA editor was implemented for.
- Using a "Working Set" consisting of the two sample applications, and my working project made searching faster and easier.
- Suggestion: Had to remember to right-click, "Open With..." and select FUDA Editor in order to open file with auto-completion.

Additional Space: