

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: S17 Date: 29 August 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? 50min

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?

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

Sort of. The biggest problem is that there's no overall explanation of the classes, so it can be unclear how they fit together.

Also, when you're writing your own class, you can implement piece by piece and keep it in a compilable state. When I first used the template, I put (almost) everything into the SampleTableView.java file, which meant that nothing worked. Probably a bad way to use a FUDA template, but not having a view that worked at all, made everything go slower.

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

Variables are global. As I start to move classes into separate files, everything breaks.

Also, the "UNKOWN_ORDER" line was frustrating. FRL_26 references a variable created in FRL_30. The thing is, I read code linearly, so at first I started looking at lines FRL_01 through FRL_26 to see if I'd deleted or moved a variable definition by mistake.

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

What the purpose of the different classes are. The big advantage of documentation is that they can tell you: These are the pieces you need, this is why you need each piece, and this is how they fit together.

I think the FUDA templates give me the pieces I need, and _part_ of how they fit together, but not the why. Discovering "why" by looking through sample apps is not quick.

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?

Additional Space:

Answer to Question 9:

I was unable to get the sample views working. Also, perhaps it is my lack of Eclipse knowledge, but while looking at the sample view code, I felt like I had to figure out what they were doing in addition to what I had to do. It was like trying to learn the structure of three applications at once! Also, searching was more time consuming than expected. It would have been really nice if I could have clicked on the FRL_# and gone directly to the lines in the sample application, or if the sample application files could have opened up at the side.

Answer to Question 4.1:

Method calls, method parameters, call hierarchy.