Open-Ended Questions for Developer Interviews

Q1. What artifacts in software projects are frequently referred to by you during project maintenance?

Q2. What artifacts in software projects are frequently referred to by you during project development? (if you join an ongoing project)

Q3. What artifacts in software projects are frequently referred to by you during project development? (if you are involved from the initial stages of the project)

Q4. What artifacts in software projects do you refer to understand the quality of a project?

Q5. What artifacts of a project do you refer to while contributing to an existing project on a collaborative platform, such as GitHub?

Q6. What artifacts do you refer to while working on a project? (any phase of the project's life cycle)

Q7. What artifacts do you refer to in a project for project documentation?

Q8. What artifacts do you perceive to be good sources to understand about and contribute to a project?

Q9. What are the different documentation types you have come across in the projects you worked on?

Q10. How many different types of documentation exist according to you?

Q11. If you have to classify all files in a project, based on the content in those files and their formats, what are the classes you would think of?

Q12. Do you think Error-related documentation, File-related documentation, Project-related documentation, API-related documentation, License-related documentation and Architecture-related documentation could be some of the documentation types?

Q13. Do you think maintaining documentation according to these types could be helpful when dealing with projects?

Q14. Do you think issues, pull requests, commits could be good sources of documentation along with textual files, source-code comments and design diagrams?

Q15. Do you think extracting information from these sources and consolidating them according to documentation types could be useful while working with projects?