# Software Design and Development Method Survey

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Please answer each of the following questions about your experience (scale from 1 to 5):

**For the TEST DRIVEN DEVELOPMENT/TDD Approach:**

1. How effective was the TEST DRIVEN software development method at producing **high quality** software?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 |
| Not at all |  |  | 4 | Very Effective |

1. Did the TEST DRIVEN DEVELOPMENT method help you develop faster?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 |
| Made it Slower |  | 3 |  | Made it Faster |

1. How easy was it to follow the TEST DRIVEN DEVELOPMENT method?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 |
| Very hard |  |  |  | 5 Very easy |

1. How well did you like following the TEST DRIVEN DEVELOPMENT method?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 |
| Hated it |  |  | 4 | Loved it |

1. How likely are you to use this method again?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 |
| Certainly not |  |  |  | 5 Very likely |

1. From start to finish, how much time did you spend on your project using the TEST DRIVEN DEVELOPMENT method?
   1. I spent 1:36 minutes doing the test driven software
2. How many bugs did you find and correct using the TEST DRIVEN DEVELOPMENT method?
   1. I had 3 small bugs, one that was a missing “;” , one that was using an undeclared value, and one that excluded () on a method
   2. I have a large bug that is still causing me issues of not prioritizing the queue

Additional Comments (optional):

Please answer each of the following questions about your experience (scale from 1 to 5):

**For the CLEANROOM Approach:**

1. How effective was the CLEANROOM software development method at producing **high quality** software?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 |
| Not at all | 2 |  |  | Very Effective |

1. Did the CLEANROOM method help you develop faster?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 |
| 1 Made it Slower |  |  |  | Made it Faster |

1. How easy was it to follow the CLEANROOM method?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 |
| 1 Very hard |  |  |  | Very easy |

1. How well did you like following the CLEANROOM method?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 |
| Hated it | 2 |  |  | Loved it |

1. How likely are you to use this method again?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 |
| Certainly not | 2 |  |  | Very likely |

1. From start to finish, how much time did you spend on your project using the CLEANROOM method?

I spent about 4:17 minutes on my cleanroom project, it may have been harder, however I still had to go fix my programming mistakes after I thought I had programmed correctly

1. How many bugs did you find and correct using the CLEANROOM method?
   1. 16, bugs, that were both large and small; This method helped me to quickly put the code into the IDE, but I just found that where I had mistakes, I had to go find out where there were and it felt like it prolonged the process.

Additional Comments (optional):

Finally, compare the two methods:

1. Which method did you like better?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 |
| Cleanroom |  |  |  | 5 Test Driven |

Why (e.g., what did you particularly like or dislike about each method)?

I liked that test driven environment allowed me to focus on the method that I was trying to accomplish, and that I didn’t feel like I had to do other things first.

I disliked the cleanroom environment because although I spent a lot of time designing the program, when I didn’t know the language that well, the code that I had written before compiling was wrong and I spent a lot of time going to learn things that I though I knew.

1. What did you learn about developing software from trying these two approaches?

I learned that if I knew the language better, the clean room environment would have made my time coding much quicker. I also learned that the Test Driven Development technique caused me to focus on one task at hand, rather than switching back and forth from one method to another, which I tend to do.

I also learned that in Test Driven Development, when I didn’t understand a particular part of the code that I could go learn what I needed and then complete the task. When doing the clean room technique, I didn’t feel like I could do this because I was trying to be perfect from the beginning. This may only be true for the instructions given for this assignment, however, what caused me the most trouble was the stuff I thought I knew, that I had to go research, rather than just trying to code it, and learning quickly that it was not going to work.