
System Usability Scale

OVERVIEW

The [system usability scale \(S.U.S.\)](#) is an agnostic scale used to measure the usability of a system.

It provides a quick scoring that defines whether a system is on par, below or above other systems regarding usability.

GOALS

1. Build a Spring boot application that allows users to score a system.
2. The specifications of SUS are available online, linked in the overview section.

SPECIFICATIONS

1. There are no users in the system, only different sessions.
2. Each time the main site is loaded, there is a new session.
3. Scoring is computed as soon as the user clicks "Compute".
4. Results and scores are recorded for each session.
5. Global scores are computed when the user visits the global statistics page.
6. There must be a clear separation between DTO and DAO layers.
7. Optional. Compute hourly, daily, weekly and monthly scores.
8. Optional. Generate metrics for the program.
9. Optional. Generate logs for the program.
10. Optional. Build a deployable docker image of the program.

It is not necessary to write a client for the system. The system can be implemented using a template system such as Thymeleaf.

It is ok to use H2 as a database.

It is ok to use Rest Repositories.

It is ok to use Lombok (or similar) to implement the DTO layer.

Both Java 8 or 11 are acceptable for this task.