Participant Characterization Form

This form aims at identifying the participant of the study on component-based software product lines (SPL). For this purpose, we collect the participant' personal data, general and specific background.

Person	nal Data					
1.	Full name:					
2.	Highest education level: () High school () BS () MSc () PhD () Postdoc ()					
3.	Years of software development:					
4.	Years of component-based SPL development:					
5.	Number of component-based SPLs that you have implemented:					
6.	Are you currently working in a software development company? () Yes () No					
Gener	al Background					
7.	How experienced are you with the following component-based mechanisms?					
	a. Components: () high () medium () low () none					
	b. Frameworks: () high () medium () low () none					
	c. Plug-in architectures: () high () medium () low () none					
	d. Aspect-oriented programming: () high () medium () low () none					
	e. Feature-oriented programming: () high () medium () low () none					
8.	How do you classify your level of skill with respect to the following techniques? a. SPL development					
	() High () low					
	() medium () none					
	b. Component-based SPL development					
	() High () low					
	() medium () none					

	c.	Java programming languag	ge		
		() High	()	low
		() Medium	()	none
	d.	Feature model design			
		() high	()	low
		() medium	()	None
	e.	Architectural design			
		() High	()	low
		() Medium	()	none
	f.	Design problem identificat	tion		
		() high	()	low
		() medium	()	none
	g.	Code smell identification			
		() high	()	low
		() medium	()	none
	develo	wnich programming tas. opment? Architectural design	ks you	Ex	tension of existing SPL (e.g., ding a new feature or mponent)
	[]	Implementation from scratch	[]		aintenance of existing SPL
	LJ	(novel SPL)	LJ		g., refactoring or bug fixing)
				(0.	g., relactoring or oug fixing)
•		ground			
10.		types of code smells you kn context it occurs)	ow? (no	ne	ed for naming the smells, just state in
11	Which	of the following code smel	ls do ve	ու Խ	rnow?
11.		Large Class (aka God Class,	-		
		Brain Class)	[]	1111	ensive Coupling

[] Feature Envy	
[] reature Envy	[] Refused Parent Bequest
[] Long Parameter List	[] Shotgun Surgery
[] Data Class	[] Traditional Breaker
[] Long Method (Brain Method)	[] Type Checking
[] Disperse Coupling	[]
2. What types of design problem you state in what context it occurs)	know? (no need for naming the problem, just
3. Which of the following design prob	olems do you know?
3. Which of the following design prob [] Ambiguous Interface	olems do you know? [] Fat Interface
	·
[] Ambiguous Interface	[] Fat Interface
[] Ambiguous Interface[] Component Overload	[] Fat Interface[] Overused Interface