Diagnosing Design Problems: Pre-experiment *Required

1. N	ame: *
2. IC) Number:
B. D	ate: *
E	xample: December 15, 2012
. V	/here do you Live? *
	xamples: Curitiba, Brazil - London, UK
_	
	/hat is your current position? *
	xamples: Software Developer, Project Manager, echnical Leader, Consultant
- 6. E	xperience with software development (in ears): *
6. E y	xperience with software development (in
	xperience with software development (in ears): *
	xperience with software development (in ears): * o you have formal education in computer scient College, University, etc)
	ears): * o you have formal education in computer scient College, University, etc) lark only one oval.
7. D	xperience with software development (in ears): * o you have formal education in computer scient College, University, etc) lark only one oval. Yes
	xperience with software development (in ears): * o you have formal education in computer scient College, University, etc) lark only one oval. Yes No Skip to question 11.
	ears): * o you have formal education in computer scient College, University, etc) lark only one oval. Yes No Skip to question 11. mal Education
	ears): * o you have formal education in computer scient college, University, etc) fark only one oval. Yes No Skip to question 11. mal Education elect your current degree: *
	elect your current degree: * Apperience with software development (in ears): * O you have formal education in computer scient college, University, etc.) Jark only one oval. Yes No Skip to question 11.
	xperience with software development (in ears): * o you have formal education in computer scient college, University, etc) lark only one oval. Yes No Skip to question 11. mal Education elect your current degree: * lark only one oval. Technologist

Apache OODT 9. Do you know Apache OODT (Object Oriented Technology)? * Mark only one oval. Yes 10. Have you ever read Apache OODT's source code? * Mark only one oval. Yes No **Experience** "Software Design: The overall organization of functionalities into methods, classes, relationships and components (or packages)." Given the provided definition for software design, answer the question below: 11. Have you ever been responsible for design decisions on any object-oriented system? * Mark only one oval. Yes No Please fill the following fields with information about the most complex project in which you were/are responsible for design decisions (you can use approximated values if you don't know exactly) 12. Number of Developers: *

Knowledge

13. Number of Versions: *

14. Size (lines of code): *

Rate your knowledge about the following concepts and technologies, using the criteria described in Table I:

Table I. Classification criteria

Classification	Description
None	I have never heard about it
Minimum	I have heard about it, but do not use it
Basic	I have a general understanding , but almost never use it
Intermediary	I have a good understanding , and use it sometimes
Advanced	I have a deep understanding , and often use it
Expert	I am a specialist in this subject, and use it almost every day

	e Code Metrics: * nly one oval.
	None
	Minimum
	Basic
	Intermediary
	Advanced
	Expert
	Anomalies (a.k.a. Code Smells): * nly one oval.
Mark oi	
Mark or	nly one oval.
Mark or	None
Mark of	None Minimum
Mark of	None Minimum Basic

17.	Softwa	are Anti-patterns: *
	Mark o	only one oval.
		None
		Minimum
		Basic
		Intermediary
		Advanced
		Expert
18.		coring: * only one oval.
		None
		Minimum
		Basic
		Intermediary
		Advanced
		Expert
19.	-	t-Oriented Design: *
19.	-	_
19.	-	nly one oval.
19.	-	None
19.	-	None Minimum
19.	-	None Minimum Basic
19.	-	None Minimum Basic Intermediary
	Mark of O	None Minimum Basic Intermediary Advanced
	Mark of O	None Minimum Basic Intermediary Advanced Expert Patterns: *
	Mark of O	None Minimum Basic Intermediary Advanced Expert Patterns: * anly one oval.
	Mark of O	None Minimum Basic Intermediary Advanced Expert Patterns: * only one oval. None
	Mark of O	None Minimum Basic Intermediary Advanced Expert Patterns: * only one oval. None Minimum
	Mark of O	None Minimum Basic Intermediary Advanced Expert Patterns: * only one oval. None Minimum Basic

21. UML: *				
Mark c	only one oval.			
	None			
	Minimum			
	Basic			
	Intermediary			
	Advanced			
	Expert			
22. Java 6	i (Programming Language): *			
	only one oval.			
	None			
	Minimum			
	Basic			
	Intermediary			
	Advanced			
	Expert			
23. Java E	:E: *			
23. Java E Mark o	EE: * only one oval.			
	only one oval.			
	nly one oval. None			
	None Minimum			
	None Minimum Basic			
	None Minimum Basic Intermediary			
Mark o	None Minimum Basic Intermediary Advanced Expert			
Mark of	None Minimum Basic Intermediary Advanced Expert			
Mark of	None Minimum Basic Intermediary Advanced Expert			
Mark of	None Minimum Basic Intermediary Advanced Expert e IDE: * only one oval.			
Mark of	None Minimum Basic Intermediary Advanced Expert e IDE: * only one oval. None			
Mark of	None Minimum Basic Intermediary Advanced Expert e IDE: * only one oval. None Minimum			
Mark of	None Minimum Basic Intermediary Advanced Expert e IDE: * only one oval. None Minimum Basic			

	OO Programming Language: only one oval.		
	None		
	Minimum		
	Basic		
	Intermediary		
	Advanced		
	Expert		
26. Spec i	ify:		

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