

# ET-PoC-Study

## *Post-Questionnaire*

1. How easy/hard did you experience the program comprehension tasks?

Very Easy	Easy	Neutral	Hard	Very Hard
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Optional Comment:

- if I mess up indexing please fix
- was not sure if starts at 0 or 1
- most questions if you know Python it is relatively easy

2. How do you feel after the study?

Very Exhausted	Exhausted	Neutral	Energetic	Very Energetic
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Optional Comment:

- break in the middle really helped
- it is overall not that exhausting

3. You are presented with the displayed code snippets. Which of the excerpts did you find particularly easy/difficult? Why?

Please annotate them on the pages themselves.

4. How do your problem-solving strategies change with the code snippets?

- the best strategy was to change the variable to a, b, c or sth like that

5. Did you detect any changes in yourself in comprehending the code snippets?  
If so, what did this change look like?

- the first one didnt realize to pay attention to output → then started to pay attention
- adapting to the variable naming scheme

6. Did **Type Annotations** (**number: int** instead of *number*) help you comprehend the code snippets?

Yes	No
<input checked="" type="checkbox"/>	<input type="checkbox"/>

How did they help? Please elaborate.

- was confused by some type annotations
- they definitely helped

7. Beyond this study, do Type Annotations help you comprehend code in general?

Yes	No
<input checked="" type="checkbox"/>	<input type="checkbox"/>

Why? Please elaborate.

- they definitely help
- especially in Python code because it can be really confusing

8. Were earlier or later code snippets easier for you to comprehend?

- the later ones were not necessarily harder
- hardest was somewhere in the middle
- some at the end were hard but they already had some experience

9. Do you have any suggestions or ideas for improvement for us?

- time-wise, it is very nice
- include comments for some of the harder comments (especially when recursive loops)