

Research Questions – UX 3

[display]

1. Do users prefer to see bugs one by one or at once in context of multiple bugs in same line?
2. Do users prefer for table view over text description shown for multiple bugs at a line of code?
3. Does vertical view help in getting overview of presence of multiple bugs over horizontal views?
4. Do users prefer bug icons or list view for bugs in same file?
5. Do users prefer having 'similar bugs' in bug description with onclick pops up similar bug description boxes at the identified line to a list view at the bottom?
6. Do users need to know the tool names in context of bug description in code view?

[feedback]

1. Does alert notification help in fixing more bugs in contrast to its absence in current tools user interfaces?
2. Does MSAT-UI with 5 feedback mechanisms help in fixing the bugs in faster way in comparison to using multiple tools with native UI's?
3. Does MSAT-UI with 5 feedback mechanisms help in fixing more bugs in comparison to using multiple tools with native UI's?

[trace]

1. Do users prefer having multiple windows in tracing previous bug fixes in a method?
2. Do users be able to keep up in state of workflow as tools scale?
3. While tracing previous bug fixes in a method, do users prefer a table view to a before/after multiple windows?