@life – Mobile development

# Developer’s questionnaire

**Gathered data are anonymous and confidential. They will be kept safely and used only within scientific research**

Name and surname: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

I was part of the development team for (mark):

* iOS
* Android

Years of experience with mobile development at the beginning of the project: \_\_\_\_\_

Before the project, I was (mark; 1-novice, 3-average, 5-expert)

* iOS developer 1 - 2 - 3 - 4 - 5
* using XCode 1 - 2 - 3 - 4 - 5
* Android developer 1 - 2 - 3 - 4 - 5
* using Android Studio 1 - 2 - 3 - 4 - 5
* part of SCRUM projects 1 - 2 - 3 - 4 - 5
* aware of the Software Product Line concept 1 - 2 - 3 - 4 - 5

During the project, I was working on the development on average (fill) \_\_\_\_\_\_\_ hours per day.

Satisfaction on the selected mechanism for managing several product editions? (mark; 1-not satisfied at all; 5-completely satisfied)

1 - 2 - 3 - 4 - 5

I had a fear, that I will cause failures in the production code after making changes in development code. (mark; 1-not at all; 5-a lot)

1 - 2 - 3 - 4 - 5

How many efforts was put during the project to managing work (building market-ready apps, meetings etc.) – in percent? \_\_\_\_\_\_\_\_\_

What could have been improved in order to waste less time for work management?

Positive experience in the project (technical):

Positive experience in the project (organizational):

Negative experience in the project (technical):

Negative experience in the project (organizational):

If you would start the development again – what would you change? (technical)

If you would start the development again – what would you change? (organizational)

The most important experience that I gained during the project?