

CSE 291 I: Usability of Programming Languages ("Programmers Are People Too")

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Today

- Discuss "Language Wars" paper
- A brief tour of qualitative methods
- Intro to running studies

Language Wars

- Overall impressions
- What constitutes *evidence*?
 - "Further, Boo allows the programmer to turn off the static type system (so-called Duck Typing), a decision not supported by the literature on type systems."
- How many languages do we need?
- Which RQs should we focus on?

Research Methods

Or: How We Can Obtain *Evidence*

QUALITATIVE STUDIES

- Want to understand something we don't understand yet.
- What problems do factory workers have?
- What is it like to write code for Indy 500 cars?
- What usability problems do people have when they use my "awesome" system?



STAGES

- I don't know what I'm doing.
 - What problems are there to solve?
 - What hypotheses are worth testing?
- I have a tool. Let's make it better.
- I have a tool. Can people use it?
- I have a tool. Let's try to show that it IS better.

Qualitative
studies

A TOUR OF QUALITATIVE METHODS

- Data sources
 - Interviews and focus groups
 - Usability studies
 - Surveys
 - Contextual inquiry
 - Corpus studies
- Analytic approaches
 - Thematic analysis
 - Grounded theory

INTERVIEWS AND FOCUS GROUPS

- Method: make a list of questions. Ask them 1-1 or to a group.
- Useful when you want to learn from experts
- Results depend on interview skill and quality of participants

USABILITY STUDIES

- Method: ask participants to do tasks with a system. Observe what problems they have.
- RQ: "What challenges do users have when they do X?"
- Great for iterating on designs
- Depends on availability of suitable users and tasks

SURVEYS

- Useful for gathering data from many people
- Not great for depth

CONTEXTUAL INQUIRY

- Watch someone doing a task
- Depends on finding an expert

CORPUS STUDIES

- RQ: "How often does X occur in the wild?"
 - or: "Does X ever occur in the wild?"
- e.g., X = null pointer dereference bugs
- e.g., X = harassment of open-source contributors
- Requires an X detector (maybe manual analysis) and a corpus

ANALYSIS

- Many qualitative studies produce textual data
 - Interview transcripts
 - Bug reports
 - Code snippets
 - Images
- Can we do better than "I read it and it seems to me...".?

OPEN-CODE THE DATA

- Meaning: categorize each element
- Manual process
- Can parallelize (have multiple coders)
 - Then have to worry about consistency
- Now you have categories!

THEMATIC ANALYSIS

- (danger: this summary is incomplete)
- In brief: repeatedly group codes until you have a hierarchy
- Top-level groups are "themes"

GROUNDING THEORY

- (danger: this summary is incomplete)
- Goal: study codes and data *deeply* until a theory emerges
 - The theory should be "grounded" in the data

Key Takeaway: Methods Answer Specific
Questions

Running Studies

STUDY DESIGN OVERVIEW

- Running any kind of studies requires:
 - Ethics approval
 - Recruiting
 - Training
 - Task design
 - Data collection/analysis

ETHICS REVIEW

- For research: need to submit proposal to Institutional Review Board (IRB)
- For class: no need to get IRB approval (IRB only supervises *research*)
 - But we have a collection of approved studies that you might like to do!
- If you want to do these, you must complete CITI training (free, but will take a few hours)

<https://about.citiprogram.org/>

ETHICS

- What if incentive is too high?
- What if incentive is too low?
 - IRB reviews incentives
- What if recruitment is misleading?
 - IRB reviews recruitment materials

PARTICIPANT PRE-SCREENING

- Can issue a pre-test to avoid wasting time on unqualified participants.
- Issues:
 - How will you incentivize people to take the test?
 - Can you use the test results in your research?

Which of the following might be a valid Java constructor invocation?

`malloc(sizeof(Square))`

`Square.new(5)`

`square(5)`

`new Square(5)`

In Java, *encapsulation* refers to:

Preventing clients from improperly depending on

Serializing data correctly so that it is transmitted p

Using the `capsule` keyword to protect secret da

```
void test() {
    ArrayList list1 = new ArrayList();
    list1.add(1);

    ArrayList list2 = list1;
    list2.add(2);

    System.out.println(list1.size());
}
```

If `test()` is run, what is the output?

1

2

Do not use any external resources to answer this question.

Which statements are true of interfaces in standard Java?

	True	False
Interfaces have no field declarations unless they are <code>public static final</code> .	<input type="radio"/>	<input type="radio"/>
Methods in interfaces are public by default.	<input type="radio"/>	<input type="radio"/>
Methods in interfaces (except for default methods) lack bodies.	<input type="radio"/>	<input type="radio"/>
A class can implement no more than one interface.	<input type="radio"/>	<input type="radio"/>

INFORMED CONSENT

- Disclosure of information (purpose of study, procedures, risks, benefits, compensation, data usage)
- Competency of the patient (or surrogate) to make a decision,
- Voluntary nature of the decision.

DEMOGRAPHICS

- Collect information if you want it!
- Programming experience? Languages?
- If they tell you, you can use it...
- e.g. Gender_____

TRAINING

- How will you prepare your participants?
- People don't read.
- People think they understand but in fact do not.
- Teach...and then assess.
- Or: decide that no training is necessary.


```
# Hiring 4 Python?
while is_open(job):
    try:
        # Hire easier!
        promote(RTD)
    finally:
        print('HIRED')
```

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Obsidian Tutorial

- [Ownership – Introduction](#)
 - [Principles of ownership](#)
- [Ownership – Transactions](#)
 - [Transaction return types](#)
 - [Transaction parameters](#)
 - [Transaction receivers \(`this` \)](#)
- [Ownership – Variables](#)
 - [Assignment](#)
 - [Fields](#)
 - [Local variables](#)
 - [Constructors](#)
- [Ownership – Miscellaneous](#)
 - [Ownership checks](#)
 - [Getting rid of ownership](#)
 - [Invoking transactions](#)
 - [Handling Errors](#)
 - [Return](#)
- [Assets](#)
- [States – Introduction](#)
 - [States and Ownership](#)
- [States – Manipulating State](#)
 - [The `->` Operator](#)
 - [Alternative field initialization](#)
 - [Optional compiler checks](#)
 - [Testing states with `in`](#)
- [States – Miscellaneous](#)
 - [Unowned references](#)
 - [Shared references](#)
 - [Implicit casts](#)
- [States and Assets](#)
- [Using Obsidian on a Blockchain](#)
 - [Concurrency](#)

Write a contract called **Person** that has an **Owned** reference to a **House** and a **Shared** reference to a **Park**. The **House** and **Park** contracts are given below.

```
contract House {  
  
}
```

```
contract Park {  
  
}
```

Please write your answer in the VSCode window (code1.obs). You may compile your code to check your answer.

```
contract Money {  
    ...  
}  
  
contract Wallet {  
    Money@Owned m;  
  
    Wallet@Owned() {  
        m = new Money();  
    }  
  
    transaction spendMoney() returns Money@Owned {  
        ...  
    }  
  
    transaction receiveMoney(Money@Owned >> Unowned mon) {  
        ...  
    }  
}
```

What is **m** in the above code fragment above?

- ☐ A Money object
- ☐ An Owned reference to a Money object
- ☐ An Owned object
- ☐ All of the above
- ☐ None of the above

TASKS

- This is the hardest part of study design.
- You will not get this right the first time.
- Solution: pilot repeatedly.
- But: you can use data from your "pilots" if you follow protocol.
- (a true "pilot" involves throwing the data out)
- What is the distribution over task times?

RECRUITMENT

- Flyers
- Emails
- Social network
- Buy ads
- The street

See: Report from Dagstuhl Seminar 19231
Empirical Evaluation of Secure Development
Processes

INCENTIVES

- \$\$\$ (in person, MTurk)
- Desire to contribute to science / help you out
- Food
- Fame (leaderboard)
- Rare experience
- Learning opportunity
- Distraction from work
- Credit

THINK-ALOUD USABILITY STUDIES

- Give people tasks and observe what happens.
- NOT experiments
- NOT comparative
- Just want to see what problems people encounter.
- Follow "think-aloud" protocol

USABILITY STUDIES CAN SHOW

- Participants encountered the following problems...
- Participants were confused by...
- Only participants who knew X were able to do the task.

USABILITY STUDIES CANNOT SHOW

- My system is better than an existing system.

NEXT TIME

- We'll discuss task design (very tricky!)
- Read "Programmers Are Users Too: Human-Centered Methods for Improving Programming Tools." (inspiration for the title of this course)