

Termite 2 - Usability Questions

The questions presented on this document have the objective to help us comprehend and evaluate the usability of the system Termite2 and how does it compare with the old system version Termite. This project is being developed for a dissertation thesis on computer science at Instituto Superior Técnico de Lisboa.

These question will take around 10 - 15 min to answer, and all data collected will be anonymous. We thank you four your collaboration.

Graphical interface

1. Which interface did you prefer to use? (Webpage Ui on Termite2 or console/terminal on Termite)?

UI

2. Using the scale presented below indicate if you agree with the statement and explain why. - “The new graphical user interface is much easier to use and understand that the old one (terminal/console).”.

	1	2	3	4	5	
Totally disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Totally agree

The graphical interface is very intuitive

3. Using the scale presented below indicate if you agree with the statement and explain why. - “The new graphical user interface it's easier to use.”.

	1	2	3	4	5	
Totally disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Totally agree

With the new graphical interface, it is not necessary to decorate all Termite commands, which facilitates its use.

4. Using the scale presented below indicate if you agree with the statement and explain why. -
“The new graphical user interface helps to better understand the network topology that I want to create (number of nodes, proximity between them, etc.).

	1	2	3	4	5	
Totally disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Totally agree

The interface helps to visualize the network topology and the interaction between several nodes.

5. Using the scale presented below indicate if you agree with the statement and explain why. -
“The new interface allows me to develop and perform tests that would be very hard or impossible to do with/on the old interface.”.

	1	2	3	4	5	
Totally disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Totally agree

When the number of devices increases, it becomes almost impossible to perform certain types of tests with Termite. With the new interface this difficulty does not exist.

6. In general, what is your opinion about the new graphical interface? (What did you like the most/least. Opinions and/or suggestions you may have, etc.)

The graphical interface is very well accomplished. You really feel a difference between the usability of Termite in the terminal and the interface on Termite2. The interface is much more intuitive and easier to use.

I liked the part about having a settings menu, which allows you to change certain interface parameters; interactive map where you can define the location and exact number of nodes; the possibility of starting and shutting down a preferred number of emulators; the possibility of viewing groups and its members;

Virtual nodes movement

1. Indicate which movement method you found the simplest to use? Movement via “drag and drop” off each nodes individually or via “event”, were you move various nodes at the same time on previously created movement trajectories.

Drag. Although the event is also simple to use, it requires more steps to achieve a certain action. However if i were doing tests with a large number of nodes the event would be better.

2. Using the scale presented, indicate whether you agree with the statement, taking into account the purpose of the Termite2 system and explain why. - "The new way of automatically moving the nodes is a useful addition to the system.”.

	1	2	3	4	5	
Totally disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Totally agree

It is very useful, especially when we are working with many nodes.

3. Using the scale presented below indicate if you agree with the statement and explain why. - "The new form of automatic movement allows me to perform tests that would be very difficult or impossible to perform using only the console.”.

	1	2	3	4	5	
Totally disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Totally agree

When there are many nodes, it becomes much easier to define the movements. By console it is practically impossible to define complex movements with many nodes.

4. Using the scale presented below indicate if you agree with the statement and explain why.
-"The initial delay for generating the movement event and then propagating it to the emulators is detrimental to the execution/understanding of the tests I want to perform.".

	1	2	3	4	5	
Totally disagree	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Totally agree

I do not think it is harmful, because it is possible to keep the procedures in a file and run them later as often as necessary. And we can also see the command history of the movement.

5. In general, what is your opinion about the new form of automatic movement? (What did you liked most/least, opinions and/or suggestions you may have, etc.)

It is an extremely useful feature especially when we want to test with a high number of nodes.

Managing emulators and binds

1. Using the scale presented below indicate if you agree with the statement and explain why. - "Starting and managing emulators is easier and more intuitive with the new interface."

	1	2	3	4	5	
Totally disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Totally agree

It is not necessary to have Android Studio open to start emulators. Furthermore, the fact that we have the option to start the emulators on a remote machine and manage them from a single interface is very useful.

2. Using the scale presented below indicate if you agree with the statement and explain why. - "Creating and managing binds between nodes and emulators is easier and more intuitive with the new interface".

	1	2	3	4	5	
Totally disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Totally agree

It is not necessary to know all the commands and have to create configuration files to enable the binds. The interface handles it all automatically.

3. In general, what is your opinion about the new way of managing emulators and binds? (What did you liked most/least, opinions and/or suggestions you may have, etc.)

With the new interface it is much easier to manage emulators. In just a few clicks it is possible to start multiple emulators.

In general

1. Let's suppose that I you wanted to develop and test an Android application that uses Wifi-Direct as a communication technology. Would you use Termite2 to help you achieve your goal?

Yes. With Termite 2 I can perform much more complex tests in a short time lapse. The interface is very intuitive, which helps in formulating and testing.

2. In general, what is your opinion about the new Termite2 system? (What did you liked most/least, opinions and/or suggestions you may have, etc.)

The new system is much more intuitive to use than the previous one. Enables the realization of very complex tests. The management of the emulators is very well accomplished, which saves a lot of time.