Pilot Study Questionnaire

Ciao!

Thank you for participating in this study. Please read all instructions carefully before you start. Your participation is voluntary, and you can decide to stop at any point. Your responses will be collected for research purposes only and stored anonymously. Your responses cannot be connected to your personal information. This study aims to receive your opinion on the clarity of pseudo codes.

We encourage you to provide your honest opinion. The study consists of one part.

* Indica una domanda obbligatoria

1. I agree to participate in the research study. I understand the purpose and nature of this study, and I am participating voluntarily. I understand that I can withdraw from the study at any time, without any penalty or consequences. I grant permission for the data generated and anonymised from this study to be used in the researcher's publications on this topic.

   Contrassegna solo un ovale.

   - ◯ Yes
   - ◯ No

Part 1: Readability of technical instructions

2. In the following, you will find two sets of explanations that describe the same
   underlying instructions (code), but are written in different technical terms. Read
   both explanations and decide which one is more understandable to you. You do not need to understand the instructions - **just pick the one that makes more
   sense to you.**

   ## 1 ##
   languages Python JavaScript Java C++ Swift is an empty list .

call the input Enter-SP-your-SP-favorite-SP-programming-SP-language:-SP- , substitute the result for user_language . for every language languages , user_language languages , if it evaluates to true ,

call the method print Your-SP-favorite-SP-programming-SP-language-SP-is-SP-in-SP-the-SP-list.

2

(START OF CODE)

(ASSIGNMENT OF VARIABLE)

set the variable languages. languages is defined as a list. The list contains following elements: the string "Python" the string "Swift" the string "C++" the string "Java" the string "JavaScript"

(ASSIGNMENT OF VARIABLE)

set the variable user_language. a new instance of the function input is being created and assigned to user_language, call the function with following arguments: argument-1 the strin "Enter your favorite programming language: " . ,

(FOR-LOOP)

iterate: for each element defined as the variable language over the list languages,

(START OF IF STATEMENT)

if the variable user_language is contained in the list languages call the the function print. with the following <arguments>: argument-1 the string "Your favorite programming language is in the list."

Contrassegna solo un ovale.

- ◯ Option ## 1 ##
- ◯ Option ## 2 ##

3. In the following, you will find two sets of explanations that describe the same
underlying instructions (code), but are written in different technical

terms. Read
both explanations and decide which one is more understandable to you. You do not need to understand the instructions - **just pick the one that makes more
sense to you**.

1
derive the Person .

define the method __init__ with arguments self , name and job age .

substitute name for self . name .
age , substitute the result for age .
job job with an argument self .

Person Alice 30 bits Engineer , substitute the result for person1 .

2
(START OF CODE)

define the class Person, define the method __init__ with following arguments: the argument self, the argument name, the argument age, the argument job,

(ASSIGNMENT OF VARIABLE)

set the self attribute name to the variable name

(ASSIGNMENT OF VARIABLE)

set the self attribute age to the variable age

(ASSIGNMENT OF VARIABLE)

set the self attribute job to the variable job (End of class)

(ASSIGNMENT OF VARIABLE)
set the variable person1. a new instance of the class Person is being created and assigned to person1, call the class with following arguments: argument-1 the string "Alice" argument-the number 30 argument-3 the string "Engineer" .

Contrassegna solo un ovale.

- Option ## 1 ##
- Option ## 2 ##

4. In the following, you will find two sets of explanations that describe the same
underlying instructions (code), but are written in different technical terms. Read
both explanations and decide which one is more understandable to you. You do not need to understand the instructions - **just pick the one that makes more
sense to you**.

1
counter is integer 0 .

while counter is lesser than integer 3 ,

call the method print Inside-SP-loop

increment counter by integer 1 ,

if not ,

call the method print Inside-SP-else .

2

(START OF CODE)

(ASSIGNMENT OF VARIABLE)

set the variable counter. counter is defined as a number: the number 0 ,

(WHILE-LOOP)

as long as the the number counter is less than the number 3, call the the function print. with the following arguments: argument-1 the string "Inside loop"
we now increment the variable counter by the number 1,

(ELSE STATEMENT)

In any other case call the the function print with the following arguments: argument-1 the string "Inside else" (end of while loop)

Contrassegna solo un ovale.

- Option ## 1 ##
- Option ## 2 ##