# User Study Task

You have 15 minutes to complete this task. The task is not to test how quickly you can finish the task. So please aim for the thoroughness, not speed. The experimenter will remind you when you have 5 minutes left.

**[5 min] Part I. Get familiar with the Stack Overflow post and its code example.**

Suppose you are an Android developer and want to implement a function that adds animation in an UI view of your Android application. You find [this SO post](https://stackoverflow.com/questions/33464239/how-can-i-add-animations-to-existing-ui-components#33464536) that illustrates how to add the fade in animation in an Android view. Please inspect the code example in this post and focus on understanding its functionality and implementation details.

*Experimenter: Are you confident about your understanding of this function to move to the next step?*

**[10 min] Part II. Create a reusable template of the SO code example.**

Now you want to create a template of the SO code example so other programmers do not have to repetitively adapt the code example to their own projects.

Please specify the following code parts in the given code example.

(1) Use the blue color to tag where you consider as the gist of the example and should remain unchanged during code reuse.

(2) Use the yellow color to tag where should be changed or removed based on the context of the target program.

(3) Use the red color to specify what additional code you would like to add into the template.

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| @Override  // declare txtMessage and btnStart protected void onCreate(Bundle savedInstanceState) {  // TODO Auto-generated method stub  super.onCreate(savedInstanceState);  setContentView(R.layout.activity\_fadein);   txtMessage = (TextView) findViewById(R.id.txtMessage);  btnStart = (Button) findViewById(R.id.btnStart);   // load the animation  animSlideUp = AnimationUtils.loadAnimation(getApplicationContext(),  R.anim.slide\_up);   // set animation listener  animSlideUp.setAnimationListener(this);   // button click event  btnStart.setOnClickListener(new View.OnClickListener() {   @Override  public void onClick(View v) {  txtMessage.setVisibility(View.VISIBLE);   // start the animation  txtMessage.startAnimation(animSlideUp);  }  });  } |