FixBugs: Post Questionnaires

Q0 Post-Questionnaires Original Code

"Quick Fix" Version.1

"Quick Fix" Version.2

QA0

Quickfix Ver.1

Quickfix Ver.2

	7 1	public class Training2 {	2	public class Training2 (
	8-	public static Object invoke (Object obj, String methodName	. 8	
	9	Object arg) (ğ	Object arg) [[Philipped and [] Philipped and []
	10	try (10	try (SecurityException OWylatOwns
	11	Method method;	11	Method method;
	12	method = obj,getClass(),getMethod(methodName,	12	method = obj.getClass().getMethod(methodNat-relation(m))
	13	new Class[] { argType }};	13	new Class[] (argType)); - dup&dup ecuptors
	14	return method.invoke(obj, new Object[] (arg));	14	<pre>return method.invoke(obj, new Object[] { arg });</pre>
0	15) catch (Exception e) {	15	<pre>} catch (NoSuchMethodException SecurityException e) {</pre>
	16	[Quictfo yes]] Put all exceptions in real-catch public static Object invoke[Object obj. String methodName, Class	16	
	17	[Quickfo ver.3] Put each exception in catch Object ang {	17	
	18	Addfinally block Dy L Wethod methods	18	InvocationTargetException e) {
	19	method = object (kep) getMethod(methodName,	819	// TODO Auto-generated catch block
	20	new Class[] [argType [];	20	e.printStackTrace();
	21	veturn method.invoke[obj.new Object] { arg i; } catch (NeSuchMethodException) SecurityException ()	21	
	~ 1	// TODO Auto-generated catch block	22	return null;
	- 1	e-print/stack/Trace(); () catch (illegalAccessException) [illegalArgamentException	23)
	- 1	InvocationTargetException c) (
	- 1	// 1000 Auto-generated catch block e.printBackTexceD:		
	- (Press Talk from proposal table or click fair focus		

QA1 "Quick Fix" version 1 helps me to quickly and effectively understand what will happen to my code once the fix is applied.

- Strongly Disagree (1)
- Disagree (2)
- Neither Agree nor Disagree (3)
- O Agree (4)
- Strongly Agree (5)

QA2 "Quick Fix" version 2 allows me to guickly and effectively understand what will happen to my code once the fix is applied.

- Strongly Disagree (1)
- O Disagree (2)
- Neither Agree nor Disagree (3)
- O Agree (4)
- Strongly Agree (5)

QA3 Manually fixing my code helps me to quickly and effectively understand what will happen to my code.

- Strongly Disagree (1)
- O Disagree (2)
- Neither Agree nor Disagree (3)
- O Agree (4)
- Strongly Agree (5)



QB1 "Quick Fix" version 1 reduces the amount of work required to fix a bug.

- Strongly Disagree (1)
- O Disagree (2)
- O Neither Agree nor Disagree (3)
- O Agree (4)
- O Strongly Agree (5)

QB2 "Quick Fix" version 2 reduces the amount of work required to fix a bug.

- Strongly Disagree (1)
- O Disagree (2)
- O Neither Agree nor Disagree (3)
- Agree (4)
- Strongly Agree (5)

QB3 Manually fixing my code reduces the amount of work required to fix a bug.

- Strongly Disagree (1)
- O Disagree (2)
- Neither Agree nor Disagree (3)
- Agree (4)
- O Strongly Agree (5)

QB0



QC1 I like that "Quick Fix" version 2 applied a default solution when invoked.

- Strongly Disagree (1)
- O Disagree (2)
- O Neither Agree nor Disagree (3)
- Agree (4)
- O Strongly Agree (5)

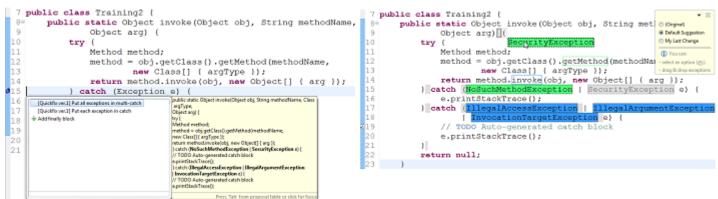
QC2 Compared to Quick Fix version 1, "Quick Fix" version 2 makes the process of switching between fixes fast and simple.

- Strongly Disagree (1)
- Disagree (2)
- O Neither Agree nor Disagree (3)
- O Agree (4)
- O Strongly Agree (5)

QD0

Quickfix Ver.1

Quickfix Ver.2



QC0

QD1 It is useful to be able to differentiate between new, modified and old code when fixing a bug.

- Strongly Disagree (1)
- O Disagree (2)
- Neither Agree nor Disagree (3)
- O Agree (4)
- Strongly Agree (5)

QD2 "Quick Fix" version 1 makes it easy to differentiate between original, new and modified code.

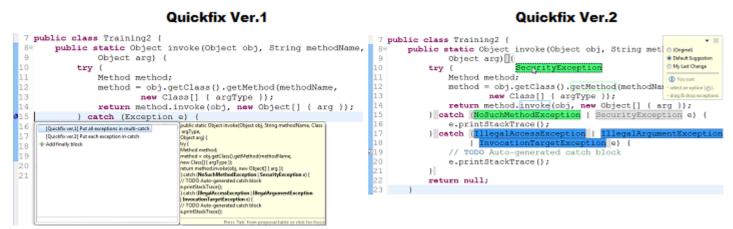
- Strongly Disagree (1)
- O Disagree (2)
- Neither Agree nor Disagree (3)
- Agree (4)
- Strongly Agree (5)

QD3 "Quick Fix" version 2 makes it easy to differentiate between original, new and modified code.

- Strongly Disagree (1)
- O Disagree (2)
- Neither Agree nor Disagree (3)
- Agree (4)
- Strongly Agree (5)

QD4 Manually fixing my code makes it easy to differentiate between original, new and modified code.

- Strongly Disagree (1)
- O Disagree (2)
- O Neither Agree nor Disagree (3)
- Agree (4)
- Strongly Agree (5)



QE1 With Quick Fix version 1 I could quickly make the changes to my code.

- Strongly Disagree (1)
- O Disagree (2)
- O Neither Agree nor Disagree (3)
- O Agree (4)
- O Strongly Agree (5)

QE2 With Quick Fix version 2 I could quickly make the changes to my code.

- Strongly Disagree (1)
- O Disagree (2)
- O Neither Agree nor Disagree (3)
- Agree (4)
- Strongly Agree (5)

QE3 With Manual Fixing I could quickly make the changes to my code.

- Strongly Disagree (1)
- O Disagree (2)
- Neither Agree nor Disagree (3)
- Agree (4)
- O Strongly Agree (5)

QE0



QF1 "Quick Fix" version 1 fixed my code the way I wanted it fixed (i.e. made the changes I wanted made).

- Strongly Disagree (1)
- O Disagree (2)
- O Neither Agree nor Disagree (3)
- O Agree (4)
- O Strongly Agree (5)

QF2 "Quick Fix" version 2 fixed my code the way I wanted it fixed (i.e. made the changes I wanted made).

- Strongly Disagree (1)
- O Disagree (2)
- O Neither Agree nor Disagree (3)
- Agree (4)
- O Strongly Agree (5)

QF3 Manually changing my code fixed the code the way I wanted it fixed (i.e. made the changes I wanted made).

- Strongly Disagree (1)
- Disagree (2)
- O Neither Agree nor Disagree (3)
- Agree (4)
- O Strongly Agree (5)

QF0



QG1 If Quick Fix version 1 was available in my favorite development environment, I would use it when I programmed.

- Strongly Disagree (1)
- O Disagree (2)
- Neither Agree nor Disagree (3)
- Agree (4)
- O Strongly Agree (5)

QG2 If Quick Fix version 2 was available in my favorite development environment, I would use it when I programmed.

- Strongly Disagree (1)
- O Disagree (2)
- Neither Agree nor Disagree (3)
- O Agree (4)
- O Strongly Agree (5)

Q26 Any suggestions?

QG0