

QUESTIONNAIRE ABOUT UML-ADE DESIGN

Some expressions about UML-ADE diagram that you currently worked on are given below. About these expressions choose one of the five alternatives (from 1 to 5).

- | | | 1
STRONGLY
NOT AGREE | 2
NOT AGREE | 3
DON' T KNOW | 4
AGREE | 5
STRONGLY
AGREE |
|----|---|---|------------------------------|--------------------------------|--------------------------|---------------------------------------|
| 1. | I think UML-ADE diagram given to us is easy to understand. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 2. | How complicated is the given UML-ADE diagram, evaluate from 1 to 5 (1: very easy - 5: very difficult) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 3. | I think I understand the system very well by looking to the given UML-ADE. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 4. | What is your opinion or suggestions about UML-ADE design or intelligibility? | | | | | |

5. If you design the Collection Spheres in the Room game (1. Scenario), how can you design? Draw.

6. If you design the Catching Spheres in the Box game (2. Scenario), how can you design? Draw.