

1 Interview Questions

The following is the base list of questions that was asked in each interview.

1.1 Participant Information

1. How many years/months of experience do you have as a professional developer?
2. How many years/months of experience do you have developing in JavaScript?
3. For how many years/months have you been a contributor to the X project?
4. What is your role in the X project? (*e.g. Founder, Lead Developer (core team), Maintainer/Developer, Tester, Documenter, Translator..*)

1.2 Linter Usage

1. Why do you use a linter in your project?
2. How do you create your `.eslintrc` configuration file and maintain it? that is, how do you choose and prioritize the rules?
3. Given the rule categories from ESLint, which categories do you consider to be the most important and why?
4. Given the same categories, which categories do you consider to be the least important and why?
5. Which individual rules (within any category) do you consider to be the most important and why? (*e.g. top five rules*)
6. Do you have any particular reasons for not choosing some of the rules for the configuration file in your project?
7. Do you use warnings and errors for different purposes?
8. Why are some files ignored in the `.eslintignore` file?
9. Are there any specific challenges about using a linter?
10. Do you experience false positives? if so, which?
11. With JavaScript being a dynamic language, do you feel that some features are missing in a static analysis tool such as ESLint?
12. If ESLint rules were to be prioritized in some manner, *e.g.* to create a top 20 list of “must-have rules”, which (if any) method(s) would you consider to be useful?
 - a) Common configs from projects

- b) Developers' opinions of importance
- c) Most commonly eliminated errors
- d) The effects of the warnings/errors on change- and defect-proneness of files

13. Anything else about linters you would like to add?