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Basics of Software Engineering Experimentation is a practical guide to experimentation in a field which has long been underpinned by suppositions, assumptions, speculations and beliefs. It demonstrates to software engineers how Experimental Design and Analysis can be used to validate their beliefs and ideas. The book does not assume its readers have an in-depth knowledge of mathematics, specifying the conceptual essence of the techniques to use in the design and analysis of experiments and keeping the mathematical calculations clear and simple. Basics of Software Engineering Experimentation is practically oriented and is specially written for software engineers, all the examples being based on real and fictitious software engineering experiments.

Like other sciences and engineering disciplines, software engineering requires a cycle of model building, experimentation, and learning. Experiments are valuable tools for all software engineers who are involved in evaluating and choosing between different methods, techniques, languages and tools. The purpose of Experimentation in Software Engineering is to introduce students, teachers, researchers, and practitioners to empirical studies in software engineering, using controlled experiments. The introduction to experimentation is provided through a process perspective, and the focus is on the steps that we have to go through to perform an experiment. The book is divided into three parts. The first part provides a background of theories and methods used in experimentation. Part II then devotes one chapter to each of the five experiment steps: scoping, planning, execution, analysis, and result presentation. Part III completes the presentation with two examples. Assignments and statistical material are provided in appendixes. Overall the book provides indispensable information regarding empirical studies in particular for experiments, but also for case studies, systematic literature reviews, and surveys. It is a revision of the authors' book, which was published in 2000. In addition, substantial new material, e.g. concerning systematic

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literature reviews and case study research, is introduced. The book is self-contained and it is suitable as a course book in undergraduate or graduate studies where the need for empirical studies in software engineering is stressed. Exercises and assignments are included to combine the more theoretical material with practical aspects. Researchers will also benefit from the book, learning more about how to conduct empirical studies, and likewise practitioners may use it as a "cookbook" when evaluating new methods or techniques before implementing them in their organization.

This bestselling professional reference has helped over 100,000 engineers and scientists with the success of their experiments. The new edition includes more software examples taken from the three most dominant programs in the field: Minitab, JMP, and SAS. Additional material has also been added in several chapters, including new developments in robust design and factorial designs. New examples and exercises are also presented to illustrate the use of designed experiments in service and transactional organizations. Engineers will be able to apply this information to improve the quality and efficiency of working systems.

This book delivers a methodological approach on the experimentation and/or simulation processes from the disclaiming hypothesis on a physical phenomenon to the validation of the results. The main benefit of the book is that it discusses all the topics related to experimentation and validation of the outcome including state-of-the-art applications and presents important theoretical, mathematical and experimental developments, providing a self-contained major reference that is appealing to both the scientists and the engineers. At the same time, these topics are encountered in a variety of scientific and engineering disciplines. As a first step, it presents the theoretical and practical implications on the formation of a hypothesis, considering the existing knowledge collection, classification and validation of the particular areas of experimenting interest. Afterwards, the transition from the knowledge classes to the experimentation parameters according to the phenomena evolution contributors and the systemic properties of the descriptors are discussed. The major experimenting requirements focus on the conditions to satisfy a potential disclaim of the initial hypothesis as conditions. Furthermore, the experimentation outcome, as derived via the previous experimentation process set-up, would be validate for the similarities among the existing knowledge and derived new one. The whole methodology offers a powerful tool towards the minimization of research effort wastes, as far as it can identify the lacks of knowledge, thus the areas of interest where the current research has to work on. The special features of this book are (a) the use of state-of-the-art techniques for the classification of knowledge, (b) the consideration of a realistic systemic world of engineering approached phenomena, (c) the application of advanced mathematical techniques for identifying, describing and testing the similarities in the research

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results and conclusions, and (d) the experimental investigation of relevant phenomena.

This textbook presents the scientific basis for understanding the nature of food and the principles of experimental methodology as applied to food. It reviews recent research findings and specific technological advances related to food. Taking an experimental approach, exercises are included at the end of each chapter to provide the needed experience in planning experiments. Emphasizing the relationships between chemical and physical properties, basic formulas and procedures are included in the appendix. Demonstrates the relationships among composition, structure, physical properties, and functional performance in foods Suggested exercises at the end of each chapter provide students with needed experience in designing experiments Extensive bibliographies of food science literature Appendix of basic formulas and procedures

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