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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 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.

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.

Lean production, has long been regarded as critical to business success in many industries. Over the last ten years, instruction in six sigma has been increasingly linked with

learning about the elements of lean production. Introduction to Engineering Statistics and Lean Sigma builds on the success of its first edition (Introduction to Engineering Statistics and Six Sigma) to reflect the growing importance of the "lean sigma" hybrid. As well as providing detailed definitions and case studies of all six sigma methods, Introduction to Engineering Statistics and Lean Sigma forms one of few sources on the relationship between operations research techniques and lean sigma. Readers will be given the information necessary to determine which sigma methods to apply in which situation, and to predict why and when a particular method may not be effective. Methods covered include: • control charts and advanced control charts, • failure mode and effects analysis, • Taguchi methods, • gauge R&R,

and • genetic algorithms. The second edition also greatly expands the discussion of Design For Six Sigma (DFSS), which is critical for many organizations that seek to deliver desirable products that work first time. It incorporates recently emerging formulations of DFSS from industry leaders and offers more introductory material on the design of experiments, and on two level and full factorial experiments, to help improve student intuition-building and retention. The emphasis on lean production, combined with recent methods relating to Design for Six Sigma (DFSS), makes Introduction to Engineering Statistics and Lean Sigma a practical, up-to-date resource for advanced students, educators, and practitioners.

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

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