

# Basics of Software Engineering Experimentation

Natalia Juristo and Ana M. Moreno

*Foreword by Shari Lawrence Pfleeger*

Springer Science+Business Media, LLC

# Basics Of Software Engineering Experimentation

**H.Dieter Rombach,Victor R.  
Basili,Richard W. Selby**



## **Basics Of Software Engineering Experimentation:**

**Basics of Software Engineering Experimentation** Natalia Juristo, Ana M. Moreno, 2013-03-14 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 *Experimentation in Software Engineering* Claes Wohlin, Per Runeson, Martin Höst, Magnus C. Ohlsson, Björn Regnell, Anders Wesslén, 2012-06-16 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 *Experimentation in Software Engineering* Claes Wohlin, Per Runeson, Martin Höst, Magnus C. Ohlsson, Björn Regnell, Anders Wesslén, 2024-09-03 This textbook which has become the leading source for empirical software engineering research through its earlier editions provides an in depth introduction to experimentation in software engineering The focus is on the steps to go through when conducting experiments It also introduces a structure for selecting a research design and an introduction to systematic literature reviews surveys and case study research Experiments are valuable tools for all

software engineers who evaluate and choose between different solutions methods techniques languages and tools The book has three main parts Part I introduces empirical research through a structure for selecting a research design and explains several essential areas related to empirical research Moreover it provides introductions to systematic literature reviews experiments surveys and case studies Part II 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 appendices The book provides indispensable information regarding empirical studies particularly for experiments but also for systematic literature studies surveys and case studies This new edition comprises substantial new material This includes a chapter on selecting a research design which helps put experimentation into a broader context of other research approaches Furthermore a new chapter on survey research has been added Novel contributions concerning A B testing replications open science validity threats paired comparison design and tools for statistical analysis have been added Moreover systematic literature studies experiments and case study research descriptions have been consolidated The book has also been updated based on the evolution of software engineering since the previous edition's publication The book is intended for students teachers researchers and practitioners who would like to compare different options for example feature designs or different development methods techniques languages or tools Teachers can use the book for undergraduate or graduate students the book can be used as a course book on experimentation and empirical studies in general Researchers will also benefit from the book by learning more about how to conduct empirical studies Likewise practitioners may use it as a cookbook when evaluating different solutions alternatively for evaluating new methods or techniques before implementing them in their organisation

Handbook on Teaching Empirical Software Engineering  
Daniel Mendez, Paris Avgeriou, Marcos Kalinowski, Nauman Bin Ali, 2024-12-24 This handbook exploits the profound experience and expertise of well established scholars in the empirical software engineering community to provide guidance and support in teaching various research methods and fundamental concepts A particular focus is thus on combining research methods and their epistemological settings and terminology with didactics and pedagogy for the subject The book covers the most essential contemporary research methods and philosophical and cross cutting concerns in software engineering research considering both academic and industrial settings at the same time providing insights into the effective teaching of concepts and strategies To this end the book is organized into four major parts In the first part the editors set the foundation with two chapters one laying out the larger context of the discipline for a positioning of the remainder of this book and one guiding the creation of a syllabus for courses in empirical software engineering The second part of the book lays the fundamentals for teaching empirical software engineering addressing more cross cutting aspects from theorizing and teaching research designs to measurement and quantitative data analysis In the third part general experiences and personal reflections from teaching empirical software engineering in different settings are shared Finally the fourth part contains a

number of carefully selected research methods presented through an educational lens Next to the chapter contributions themselves that provide a more theoretical perspective and practical advice readers will find additional material in the form of for example slide sets and tools in an online material section The book mainly targets three different audiences 1 educators teaching empirical software engineering to undergraduate postgraduate or doctoral students 2 professional trainers teaching the basic concepts of empirical software engineering to software professionals and 3 students and trainees attending such courses Empirical Methods and Studies in Software Engineering Reidar Conradi, Alf Inge

Wang, 2003-08-20 Nowadays societies crucially depend on high quality software for a large part of their functionalities and activities Therefore software professionals researchers managers and practitioners alike have to competently decide what software technologies and products to choose for which purpose For various reasons systematic empirical studies employing strictly scientific methods are hardly practiced in software engineering Thus there is an unquestioned need for developing improved and better qualified empirical methods for their application in practice and for dissemination of the results This book describes different kinds of empirical studies and methods for performing such studies e g for planning performing analyzing and reporting such studies Actual studies are presented in detail in various chapters dealing with inspections testing object oriented techniques and component based software engineering *Experimental Software Engineering Issues*: H. Dieter Rombach, Victor R. Basili, Richard W. Selby, 1993-08-30 This book was written primarily for all those DTP users and programmers who want to keep up with the rapid development of electronic publishing particular those who wish to develop new systems for the output of typefaces In this volume various formats are presented their properties discussed and production requirements analyzed Appendices provide readers additional information largely on digital formats for typeface storage **Software Engineering** Reiner Dumke, 2013-03-08 Zum Lernen Nachschlagen und die erfolgreiche

Praxis des Software Engineering Das Buch ist so aufbereitet dass es die wesentlichen Teilgebiete des internationalen Software Engineering Body of Knowledge SWEBOK abdeckt die Grundlage f r eine Ausbildung im Software Engineering nach internationalem Standard Hier erfahren Sie alles ber die Grundprinzipien Methoden und Technologien jeweils im Kontext ihrer erfolgreichen Umsetzung und Anwendung Die Darstellung folgt der UML Methode mit den jeweiligen Tool

Anwendungen Die neue Auflage wurde g nzlich bearbeitet und aktualisiert **Perspectives on the Future of Software Engineering** Jürgen Münch, Klaus Schmid, 2013-06-13 The dependence on quality software in all areas of life is what makes software engineering a key discipline for today s society Thus over the last few decades it has been increasingly recognized that it is particularly important to demonstrate the value of software engineering methods in real world environments a task which is the focus of empirical software engineering One of the leading protagonists of this discipline worldwide is Prof Dr Dr h c Dieter Rombach who dedicated his entire career to empirical software engineering For his many important contributions to the field he has received numerous awards and recognitions including the U S National Science Foundation s Presidential

Young Investigator Award and the Cross of the Order of Merit of the Federal Republic of Germany He is a Fellow of both the ACM and the IEEE Computer Society This book published in honor of his 60th birthday is dedicated to Dieter Rombach and his contributions to software engineering in general as well as to empirical software engineering in particular This book presents invited contributions from a number of the most internationally renowned software engineering researchers like Victor Basili Barry Boehm Manfred Broy Carlo Ghezzi Michael Jackson Leon Osterweil and of course by Dieter Rombach himself Several key experts from the Fraunhofer IESE the institute founded and led by Dieter Rombach also contributed to the book The contributions summarize some of the most important trends in software engineering today and outline a vision for the future of the field The book is structured into three main parts The first part focuses on the classical foundations of software engineering such as notations architecture and processes while the second addresses empirical software engineering in particular as the core field of Dieter Rombach s contributions Finally the third part discusses a broad vision for the future of software engineering

Models in Software Engineering Jörg Kienzle, 2012-04-13 This book presents a comprehensive documentation of the scientific outcome of satellite events held at the 14th International Conference on Model Driven Engineering Languages and Systems MODELS 2011 held in Wellington New Zealand in October 2011 In addition to 3 contributions each of the doctoral symposium and the educators symposium papers from the following workshops are included variability for you multi paradigm modeling experiences and empirical studies in software modelling models run time model driven engineering verification and validation comparing modeling approaches models and evolution and model based architecting and construction of embedded systems

**Kunststück Innovation** Hans-Jürgen Warnecke, Hans-Jörg Bullinger, 2013-03-07 Forschung macht aus Geld Wissen Innovationen machen aus Wissen Geld Diese Formel beschreibt welche Bedeutung Innovationen für Wohlstand und Beschäftigung am Standort Deutschland haben Jede Innovation die glückt ist ein Kunststück denn die Chancen zu scheitern sind nicht gering Doch diese Kunst kann man erlernen Das zeigt dieses Buch Zahlreiche international bekannte Ideenmanager der Fraunhofer Gesellschaft beschreiben ihre Erfahrungen mit Innovationsprozessen Impulse die helfen den Wandel aktiv zu gestalten und die Zukunft zu sichern Damit ergibt sich gleichzeitig eine Tour d Horizon der modernen Technik Verständlich geschrieben und reich illustriert mit vielen farbigen Abbildungen wendet sich das Buch an alle die sich einerseits für die Technik andererseits für ihre Rolle in der heutigen Wirtschaftswelt interessieren

Analyse leichtgewichtiger Softwareentwicklungsmethoden Matthias Müller, 2008 Leichtgewichtige Softwareentwicklungsmethoden haben sich in den letzten Jahren einen eigenen Platz in der Familie der Softwareentwicklungsprozesse erobert Keine Vorlesung über Softwaretechnik die sich mit Prozessmodellen beschäftigt kommt um die Nennung dieser Methoden mehr herum Im Gegensatz zu den planungsgetriebenen Methoden die auf einen mehreren Jahrzehnte grossen Erfahrungsschatz bauen können die leichtgewichtigen Methoden auf Erfahrungen aus dem letzten Jahrzehnt zurückgreifen Mit diesem stetig wachsenden Erfahrungsschatz lässt sich jetzt fragen Wo liegen denn die

Starken und Schwachen dieser Methoden Die vorliegende Arbeit nahert sich dieser Fragestellung aus einer empirischen Sichtweise Aussagen basieren auf Beobachtungen und nicht auf Meinungen oder Vorlieben Hierzu werden die veröffentlichten Beobachtungen zusammengefasst analysiert und verglichen Der Leser bekommt einerseits einen Überblick über den Stand der Forschung zu diesen Entwicklungsmethoden Andererseits kann er die vorgestellten Analysen aber auch als Interpretationshilfe für zukünftige Berichte verwenden und selber entscheiden welche methodischen Neuerungen er in seine tägliche Arbeit übernimmt

**Software Engineering: Challenges and Solutions** Lech Madeyski, Michał Śmiałek, Bogumiła Hnatkowska, Zbigniew Huzar, 2016-08-29 This book presents the proceedings of the KKIO Software Engineering Conference held in Wrocław Poland in September 15-17 2016 It contains the carefully reviewed and selected scientific outcome of the conference which had the motto Better software more efficient enterprise challenges and solutions Following this mission this book is a compilation of challenges and needs of the industry as well as research findings and achievements that could address the posed problems in software engineering Some of these challenges included in the book are increasing levels of abstraction for programming constructs increasing levels of software reuse increasing levels of automation optimizing software development cycles The book provides a platform for communication between researchers young and established and practitioners

**Identifying Relevant Information for Testing Technique Selection** Sira Vegas, Natalia Juristo, Victor R. Basili, 2012-12-06 Engineering tasks are supposed to achieve defined goals under certain project constraints Example goals of software engineering tasks include achieving a certain functionality together with some level of reliability or performance Example constraints of software engineering tasks include budget and time limitations or experience limitations of the developers at hand Planning of an engineering project requires the selection of techniques methods and tools suited to achieve stated goals under given project constraints This assumes sufficient knowledge regarding the process product relationships or effects of candidate techniques methods and tools Planning of software projects suffers greatly from lack of knowledge regarding the process product relationships of candidate techniques methods and tools Especially in the area of testing a project planner is confronted with an abundance of testing techniques but very little knowledge regarding their effects under varying project conditions This book offers a novel approach to addressing this problem First based on a comprehensive initial characterization scheme see chapter 7 an overview of existing testing techniques and their effects under varying conditions is provided to guide the selection of testing approaches Second the optimisation of this knowledge base is suggested based on experience from experts real projects and scientific experiments chapters 8 9 and 10 This book is of equal interest to practitioners researchers and students Practitioners interested in identifying ways to organize their company specific knowledge about testing could start with the schema provided in this book and optimise it further by applying similar strategies as offered in chapters 8 and 9

**Contemporary Empirical Methods in Software Engineering** Michael Felderer, Guilherme Horta Travassos, 2020-08-27 This book presents

contemporary empirical methods in software engineering related to the plurality of research methodologies human factors data collection and processing aggregation and synthesis of evidence and impact of software engineering research The individual chapters discuss methods that impact the current evolution of empirical software engineering and form the backbone of future research Following an introductory chapter that outlines the background of and developments in empirical software engineering over the last 50 years and provides an overview of the subsequent contributions the remainder of the book is divided into four parts Study Strategies including e g guidelines for surveys or design science Data Collection Production and Analysis highlighting approaches from e g data science biometric measurement and simulation based studies Knowledge Acquisition and Aggregation highlighting literature research threats to validity and evidence aggregation and Knowledge Transfer discussing open science and knowledge transfer with industry Empirical methods like experimentation have become a powerful means of advancing the field of software engineering by providing scientific evidence on software development operation and maintenance but also by supporting practitioners in their decision making and learning processes Thus the book is equally suitable for academics aiming to expand the field and for industrial researchers and practitioners looking for novel ways to check the validity of their assumptions and experiences Chapter 17 is available open access under a Creative Commons Attribution 4 0 International License via link [springer.com](https://www.springer.com)

**Security on the Web** Marvin Zelkowitz, 2011-07-08 Since its first volume in 1960 *Advances in Computers* has presented detailed coverage of innovations in computer hardware software theory design and applications It has also provided contributors with a medium in which they can explore their subjects in greater depth and breadth than journal articles usually allow As a result many articles have become standard references that continue to be of significant lasting value in this rapidly expanding field In depth surveys and tutorials on new computer technology Well known authors and researchers in the field Extensive bibliographies with most chapters Many of the volumes are devoted to single themes or subfields of computer science

The Routledge Handbook of the Philosophy of Engineering Diane P. Michelfelder, Neelke Doorn, 2020-12-29 Engineering has always been a part of human life but has only recently become the subject matter of systematic philosophical inquiry The Routledge Handbook of the Philosophy of Engineering presents the state of the art of this field and lays a foundation for shaping future conversations within it With a broad scholarly scope and 55 chapters contributed by both established experts and fresh voices in the field the Handbook provides valuable insights into this dynamic and fast growing field The volume focuses on central issues and debates established themes and new developments in Foundational perspectives Engineering reasoning Ontology Engineering design processes Engineering activities and methods Values in engineering Responsibilities in engineering practice Reimagining engineering The Routledge Handbook of the Philosophy of Engineering will be of value for both students and active researchers in philosophy of engineering and in cognate fields philosophy of technology philosophy of design It is also intended for engineers working both inside and outside of academia who would like to gain a



more fundamental understanding of their particular professional field The increasing development of new technologies such as autonomous vehicles and new interdisciplinary fields such as human computer interaction calls not only for philosophical inquiry but also for engineers and philosophers to work in collaboration with one another At the same time the demands on engineers to respond to the challenges of world health climate change poverty and other so called wicked problems have also been on the rise These factors together with the fact that a host of questions concerning the processes by which technologies are developed have arisen make the current Handbook a timely and valuable publication

*Lecture Notes on Empirical Software Engineering* Natalia Juristo, Ana M. Moreno, 2003 Empirical verification of knowledge is one of the foundations for developing any discipline As far as software construction is concerned the empirically verified knowledge is not only sparse but also not very widely disseminated among developers and researchers This book aims to spread the idea of the importance of empirical knowledge in software development from a highly practical viewpoint It has two goals 1 Define the body of empirically validated knowledge in software development so as to advise practitioners on what methods or techniques have been empirically analysed and what the results were 2 as empirical tests have traditionally been carried out by universities or research centres propose techniques applicable by industry to check on the software development technologies they use

*Test-Driven Development* Lech Madeyski, 2009-12-05 Agile methods are gaining more and more interest both in industry and in research Many industries are transforming their way of working from traditional waterfall projects with long duration to more incremental iterative and agile practices At the same time the need to evaluate and to obtain evidence for different processes methods and tools has been emphasized Lech Madeyski offers the first in depth evaluation of agile methods He presents in detail the results of three different experiments including concrete examples of how to conduct statistical analysis with meta analysis or the SPSS package using as evaluation indicators the number of acceptance tests passed overall and per hour and design complexity metrics The book is appropriate for graduate students researchers and advanced professionals in software engineering It proves the real benefits of agile software development provides readers with in depth insights into experimental methods in the context of agile development and discusses various validity threats in empirical studies

*Product-Focused Software Process Improvement* Jens Heidrich, Markku Oivo, Andreas Jedlitschka, Maria Teresa Baldassarre, 2013-06-07 This book constitutes the refereed proceedings of the 14th International Conference on Product Focused Software Process Improvement PROFES 2013 held in Paphos Cyprus in June 2013 The 22 revised full papers presented together with 10 short papers and 2 tutorial papers were carefully reviewed and selected from 41 submissions The papers are organized in topical sections on empirical software engineering software process improvement managing software processes software measurement decision support in software engineering safety critical software engineering and software maintenance

Model Driven Engineering Languages and Systems Robert B. France, Jürgen Kazmeier, Ruth Breu, Colin Atkinson, 2012-09-19 This book constitutes the refereed proceedings of the 15th International Conference on

Model Driven Engineering Languages and Systems MODELS 2012 held in Innsbruck Austria in September October 2012 The 50 papers presented in this volume were carefully reviewed and selected from a total of 181 submissions They are organized in topical sections named metamodels and domain specific modeling models at runtime model management modeling methods and tools consistency analysis software product lines foundations of modeling static analysis techniques model testing and simulation model transformation model matching tracing and synchronization modeling practices and experience and model analysis

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