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This text for an undergraduate junior or senior course covers the most common elements necessary to design, execute, analyze, and document an engineering experiment or measurement system and to specify instrumentation for a production process. In addition to descriptions of common measurement systems, the text covers computerized data acquisition systems, common statistical techniques, experimental uncertainty analysis, and guidelines for planning and documenting experiments. The authors are affiliated with the school of engineering at San Francisco State University. Annotation (c)2003 Book News, Inc., Portland, OR (booknews.com).

Appropriate for undergraduate-level courses in Introduction to Engineering Experimentation found in departments of Mechanical, Aeronautical, Civil, and Electrical Engineering. Wheeler and Ganji introduce many topics that engineers need to master in order to plan, design and document a successful experiment or measurement system. The text offers thorough discussions of topics often ignored or merely touched upon by other texts, including modern computerized data acquisition systems, electrical output measuring devices, and in-depth coverage of experimental uncertainty analysis.

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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 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.

Under the direction of John Enderle, Susan Blanchard and Joe Bronzino, leaders in the field have contributed chapters on the most relevant subjects for biomedical engineering students. These chapters coincide with courses offered in all biomedical engineering programs so that it can be used at different levels for a variety of courses of this evolving field. Introduction to Biomedical Engineering, Second Edition provides a historical perspective of the major developments in the biomedical field. Also contained within are the fundamental principles underlying biomedical engineering design, analysis, and modeling procedures. The numerous examples, drill problems and exercises are used to reinforce concepts and develop problem-solving skills making this book an invaluable tool for all biomedical students and engineers. New to this edition: Computational Biology, Medical Imaging, Genomics and Bioinformatics. * 60% update from first edition to reflect the developing field of biomedical engineering * New chapters on Computational Biology, Medical Imaging, Genomics, and Bioinformatics * Companion site: http://intro-bme-book.bme.uconn.edu/ * MATLAB and SIMULINK software used throughout to model and simulate dynamic systems * Numerous self-study homework problems and thorough cross-referencing for easy use

Laboratory Animal Medicine is a compilation of papers that deals with the diseases and biology of major species of animals used in medical research. The book discusses animal medicine, experimental methods and techniques, design and management of animal facilities, and legislation on laboratory animals. Several papers discuss the biology and diseases of mice, hamsters, guinea pigs, and rabbits. Another paper addresses the dog and cat as laboratory animals, including sourcing of these animals, housing, feeding, and their nutritional needs, as well as breeding and colony management. The book also describes ungulates as laboratory animals, including topics on sourcing, husbandry, preventive medical treatments, and housing facilities. One paper addresses primates as test animals, covering the biology and diseases of old world primates, Cebidae, and ferrets. Some papers pertain to the treatment, diseases, and needed facilities for birds, amphibians, and fish. Other papers then deal with techniques of experimentation, anesthesia, euthanasia, and some factors (spontaneous diseases) that complicate animal research. The text can prove helpful for scientists, clinical assistants, and researchers whose work involves laboratory animals.

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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