1. Realizar un listado de palabras comunes en artículos escritos en inglés

General

- A web-based support environment for software engineering experiments
- Most of the studies in software engineering
- However, a major deficiency of case studies is that many variables
- The remainder of this article is organised as follows.
- Generally, papers describing SE experiments that involve professionals often do not characterise the professionals’ competence
- Comparing results from the original with replicated studies is difficult.
- Successful transfer of the results into industrial practice is less likely
- It would also be interesting to identify the variations within the same company versus among companies
- This article focused on the need for conducting more realistic experiments in software engineering
- We discussed several extra challenges and larger risks that must be taken into account when conducting more realistic experiments
- We believe that many of the challenges described in this paper also are faced by other researchers conducting controlled software engineering experiment
- There are several factors that make empirical research in software engineering particularly challenging
- The main objective of this article is to make researchers more aware of options in relation to the research design
- Several researchers have addressed the difficulties for selection of an appropriate research method in empirical software engineering research in the last two decades
- However, it is common that decisions about the research design are not taken from left to right as is illustrated in Section
- Moreover, according to Law (2007), simulations could be classified in three dimensions:
- Moreover, statistical methods may be parametric or non-parametric
- This article introduces a research decision-making structure, provides a comprehensive
overview of decisions that needs to be made during research design

• Although the formulation of research questions is important in research design

• here are some decisions that are not addressed in this article such as deciding on unit of analysis

• This article has put forth a decision-making structure pertaining to the impacts of the research design decisions in empirical software engineering research

Resumen

• We concluded
• In order to do process
• The main objective
• However

Introducción

• This article
• In most cases
• In most cases
• This article focused

Estado de la cuestión

• Most of the studies in
• The remainder of this article is organised as follows
• Generally, papers describing SE experiments

Metodología

• We started by investigating
• The result show
• We designed a new technique for
• Moreover, statistical methods may be parametric or non-parametric
• We used a new approach.
• However, it is common that decisions about