

Jabier Martinez

List of Publications by Year in descending order

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Version: 2024-02-01

47
papers

628
citations

1478505

6
h-index

1199594

12
g-index

47
all docs

47
docs citations

47
times ranked

248
citing authors

#	ARTICLE	IF	CITATIONS
1	Open-source software product line extraction processes: the ArgoUML-SPL and Phaser cases. Empirical Software Engineering, 2022, 27, 1.	3.9	5
2	Modelling the Component-based Architecture and Safety Contracts of ArmAssist in Papyrus for Robotics. , 2021, , .		2
3	Assumptions and Guarantees for Composable Models in Papyrus for Robotics. , 2021, , .		2
4	Will safety-security co-engineering pay off? A quality and cost perspective in two case studies. , 2021, , .		0
5	Spectrum-based feature localization. , 2021, , .		4
6	Variability Debt: Characterization, Causes and Consequences. , 2021, , .		8
7	The state of adoption and the challenges of systematic variability management in industry. Empirical Software Engineering, 2020, 25, 1755-1797.	3.9	50
8	Smart Grid Challenges Through the Lens of the European General Data Protection Regulation. Lecture Notes in Information Systems and Organisation, 2020, , 113-130.	0.6	4
9	Safety and Security Interference Analysis in the Design Stage. Lecture Notes in Computer Science, 2020, , 54-68.	1.3	4
10	Insights on software product line extraction processes. , 2020, , .		7
11	REVE 2020. , 2020, , .		0
12	Product line architecture recovery with outlier filtering in software families: the Apo-Games case study. Journal of the Brazilian Computer Society, 2019, 25, .	1.3	7
13	The AQUAS ECSEL Project Aggregated Quality Assurance for Systems: Co-Engineering Inside and Across the Product Life Cycle. Microprocessors and Microsystems, 2019, 69, 54-67.	2.8	14
14	Facing the Truth. , 2019, , .		35
15	A Literature Review and Comparison of Three Feature Location Techniques using ArgoUML-SPL , 2019, , .		21
16	Design-Time Safety Assessment of Robotic Systems Using Fault Injection Simulation in a Model-Driven Approach. , 2019, , .		5
17	Seventh International Workshop on Reverse Variability Engineering (REVE 2019). , 2019, , .		0
18	VaryLATEX. , 2018, , .		14

#	ARTICLE	IF	CITATIONS
19	Feature location benchmark with argoUML SPL. , 2018, , .		32
20	Towards an Automated Product Line Architecture Recovery. , 2018, , .		4
21	Software product line extraction from variability-rich systems. , 2018, , .		14
22	Teaching projects and research objectives in SPL extraction. , 2018, , .		0
23	REVE 2018. , 2018, , .		0
24	Feature location benchmark for extractive software product line adoption research using realistic and synthetic Eclipse variants. Information and Software Technology, 2018, 104, 46-59.	4.4	23
25	Visual guidance for product line configuration using recommendations and non-functional properties. , 2018, , .		8
26	Towards Estimating and Predicting User Perception on Software Product Variants. Lecture Notes in Computer Science, 2018, , 23-40.	1.3	4
27	Variability Management and Assessment for User Interface Design. Human-computer Interaction Series, 2017, , 81-106.	0.6	7
28	Bottom-Up Technologies for Reuse: Automated Extractive Adoption of Software Product Lines. , 2017, , .		29
29	ESPLA. , 2017, , .		67
30	REVE 2017. , 2017, , .		2
31	Name suggestions during feature identification. , 2016, , .		18
32	Mining families of android applications for extractive SPL adoption. , 2016, , .		15
33	Fourth international workshop on reverse variability engineering (REVE 2016). , 2016, , .		2
34	Feature Location Benchmark for Software Families Using Eclipse Community Releases. Lecture Notes in Computer Science, 2016, , 267-283.	1.3	7
35	Automating the Extraction of Model-Based Software Product Lines from Model Variants (T). , 2015, , .		47
36	Bottom-up adoption of software product lines. , 2015, , .		89

#	ARTICLE	IF	CITATIONS
37	Third International Workshop on Reverse Variability Engineering (REVE 2015). , 2015, , .		5
38	Estimating and Predicting Average Likability on Computer-Generated Artwork Variants. , 2015, , .		5
39	Second International Workshop on Reverse Variability Engineering (REVE 2014). , 2014, , .		5
40	Feature Relations Graphs: A Visualisation Paradigm for Feature Constraints in Software Product Lines. , 2014, , .		23
41	Identifying and Visualising Commonality and Variability in Model Variants. Lecture Notes in Computer Science, 2014, , 117-131.	1.3	22
42	Collaboration and source code driven bottom-up product line engineering. , 2012, , .		5
43	Third International Workshop on Knowledge-Oriented Product Line Engineering (KOPLE 2012). , 2012, , .		0
44	Second International Workshop on Knowledge-Oriented Product Line Engineering. , 2011, , .		1
45	KOPLE. , 2010, , .		3
46	Software Product Line Engineering Approach for Enhancing Agile Methodologies. Lecture Notes in Business Information Processing, 2009, , 247-248.	1.0	6
47	Open Source Software on the Research of Extractive Adoption of Software Product Lines. , 0, , .		3