

Arthur-Jozsef Molnar

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4365222/publications.pdf>

Version: 2024-02-01

30
papers

108
citations

2148532

4
h-index

1905433

7
g-index

30
all docs

30
docs citations

30
times ranked

79
citing authors

#	ARTICLE	IF	CITATIONS
1	Agile Mindset Adoption in Student Team Projects. Communications in Computer and Information Science, 2022, , 288-305.	0.4	0
2	Characterizing Technical Debt in Evolving Open-source Software. , 2022, , .		1
3	Evaluation of Indoor Localisation and Heart Rate Evolution. Lecture Notes in Computer Science, 2021, , 75-89.	1.0	0
4	On the Use of FCA Models in Static Analysis Tools to Detect Common Errors in Programming. Lecture Notes in Computer Science, 2021, , 3-18.	1.0	0
5	Opportunities and Constraints in Applying Artificial Neural Networks (ANNs) in Food Authentication. Honey A Case Study. Applied Sciences (Switzerland), 2021, 11, 6723.	1.3	9
6	Investigating Student Insight in Software Engineering Team Projects. , 2021, , .		3
7	A Study of Maintainability in Evolving Open-Source Software. Communications in Computer and Information Science, 2021, , 261-282.	0.4	2
8	Indoor Localization Techniques Within a Home Monitoring Platform. Communications in Computer and Information Science, 2020, , 378-401.	0.4	2
9	Evaluation of Software Product Quality Metrics. Communications in Computer and Information Science, 2020, , 163-187.	0.4	9
10	Adapting to online teaching in software engineering courses. , 2020, , .		9
11	Using static analysis tools to assist student project evaluation. , 2020, , .		8
12	Longitudinal Evaluation of Open-source Software Maintainability. , 2020, , .		3
13	Intelligent Luminaire based Real-time Indoor Positioning for Assisted Living. , 2020, , .		1
14	Cyber-Physical Platform for Preeclampsia Detection. Lecture Notes in Computer Science, 2020, , 617-625.	1.0	0
15	Gamification based Learning Environment for Computer Science Students. , 2020, , .		4
16	Long-Term Evaluation of Technical Debt in Open-Source Software. , 2020, , .		9
17	Vision Inspection of Bottle Caps in Drink Factories Using Convolutional Neural Networks. , 2019, , .		9
18	Longitudinal Evaluation of Software Quality Metrics in Open-Source Applications. , 2019, , .		6

#	ARTICLE	IF	CITATIONS
19	Indoor Localisation with Intelligent Luminaires for Home Monitoring. , 2019, , .		3
20	i-Light – Intelligent Luminaire Based Platform for Home Monitoring and Assisted Living. Electronics (Switzerland), 2018, 7, 220.	1.8	8
21	Intelligent Decision Support for Pervasive Home Monitoring and Assisted Living. , 2018, , .		1
22	Patient autonomy and disclosure of material information about hospital-acquired infections. Infection and Drug Resistance, 2018, Volume 11, 369-375.	1.1	9
23	Technological Platform for the Prevention and Management of Healthcare Associated Infections and Outbreaks. Communications in Computer and Information Science, 2018, , 70-90.	0.4	1
24	Cyber-physical system for assisted living and home monitoring. , 2017, , .		6
25	Wireless Sensor Network based System for the Prevention of Hospital Acquired Infections. , 2017, , .		1
26	Preventing Hospital Acquired Infections through a Workflow-based Cyber-physical System. , 2016, , .		2
27	Live visualization of GUI application code coverage with GUITracer. , 2015, , .		0
28	JETracer - A Framework for Java GUI Event Tracing. , 2015, , .		2
29	CRSTIP – An Assessment Scheme for Security Assessment Processes. , 2014, , .		0
30	An initial study on ideal GUI test case replayability. , 2012, , .		0