

Santiago A Vidal

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8349313/publications.pdf>

Version: 2024-02-01

23
papers

250
citations

1478505

6
h-index

1199594

12
g-index

23
all docs

23
docs citations

23
times ranked

151
citing authors

#	ARTICLE	IF	CITATIONS
1	An approach to prioritize code smells for refactoring. Automated Software Engineering, 2016, 23, 501-532.	2.9	95
2	JSPiRiT: a flexible tool for the analysis of code smells. , 2015, , .		34
3	Ranking architecturally critical agglomerations of code smells. Science of Computer Programming, 2019, 182, 64-85.	1.9	20
4	Identifying Architectural Problems through Prioritization of Code Smells. , 2016, , .		16
5	Slimming javascript applications: An approach for removing unused functions from javascript libraries. Information and Software Technology, 2019, 107, 18-29.	4.4	14
6	Distributed quality-attribute optimization of software architectures. , 2017, , .		12
7	Toward automated refactoring of crosscutting concerns into aspects. Journal of Systems and Software, 2013, 86, 1482-1497.	4.5	10
8	Evaluating a Visual Approach for Understanding JavaScript Source Code. , 2020, , .		9
9	Exploring architecture blueprints for prioritizing critical code anomalies: Experiences and tool support. Software - Practice and Experience, 2018, 48, 1077-1106.	3.6	7
10	On the criteria for prioritizing code anomalies to identify architectural problems. , 2016, , .		6
11	Assessing the Refactoring of Brain Methods. ACM Transactions on Software Engineering and Methodology, 2018, 27, 1-43.	6.0	6
12	Aspect mining meets rule-based refactoring. , 2009, , .		5
13	Understanding and addressing exhibitionism in Java empirical research about method accessibility. Empirical Software Engineering, 2016, 21, 483-516.	3.9	5
14	Building an expert system to assist system refactorization. Expert Systems With Applications, 2012, 39, 3810-3816.	7.6	4
15	Producing Just Enough Documentation: The Next SAD Version Problem. Lecture Notes in Computer Science, 2014, , 46-60.	1.3	2
16	Evaluating students' perception of Scrum through a learning game. Computer Applications in Engineering Education, 2022, 30, 1485-1497.	3.4	2
17	Refactoring of a Beef-Cattle Farm Simulator. IEEE Latin America Transactions, 2011, 9, 1099-1104.	1.6	1
18	Analyzing the history of software systems to predict class changes. , 2014, , .		1

#	ARTICLE	IF	CITATIONS
19	Over-exposed classes in Java: An empirical study. Computer Languages, Systems and Structures, 2016, 46, 1-19.	1.4	1
20	Memoization aspects. , 2011, , .		0
21	A tool to prioritize code smells in distributed development. IEEE Latin America Transactions, 2017, 15, 1941-1947.	1.6	0
22	Statically Identifying XSS using Deep Learning. , 2021, , .		0
23	An Integrated Process for Aspect Mining and Refactoring. , 2010, , 176-194.		0