

Simone Romano

List of Publications by Year in Descending Order

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Version: 2024-04-28

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

36

papers

199

citations

9

h-index

12

g-index

47

ext. papers

358

ext. citations

2.4

avg, IF

3.37

L-index

#	Paper	IF	Citations
36	Affective reactions and test-driven development: Results from three experiments and a survey. <i>Journal of Systems and Software</i> , 2022 , 185, 111154	3.3	0
35	A family of experiments on test-driven development. <i>Empirical Software Engineering</i> , 2021 , 26, 1	3.3	4
34	Studying test-driven development and its retainment over a six-month time span. <i>Journal of Systems and Software</i> , 2021 , 176, 110937	3.3	2
33	On researcher bias in Software Engineering experiments. <i>Journal of Systems and Software</i> , 2021 , 182, 111068	3.3	2
32	A large scale empirical study of the impact of Spaghetti Code and Blob anti-patterns on program comprehension. <i>Information and Software Technology</i> , 2020 , 122, 106278	3.4	5
31	Results from a Replicated Experiment on the Affective Reactions of Novice Developers When Applying Test-Driven Development. <i>Lecture Notes in Business Information Processing</i> , 2020 , 223-239	0.6	
30	Sentiment Polarity and Bug Introduction. <i>Lecture Notes in Computer Science</i> , 2020 , 347-363	0.9	2
29	Adequate vs. inadequate test suite reduction approaches. <i>Information and Software Technology</i> , 2020 , 119, 106224	3.4	2
28	On the diffuseness of technical debt items and accuracy of remediation time when using SonarQube. <i>Information and Software Technology</i> , 2020 , 128, 106377	3.4	9
27	Researcher Bias in Software Engineering Experiments: a Qualitative Investigation 2020 ,		1
26	Need for Sleep: The Impact of a Night of Sleep Deprivation on Novice Developers' Performance. <i>IEEE Transactions on Software Engineering</i> , 2020 , 46, 1-19	3.5	7
25	A Multi-Study Investigation into Dead Code. <i>IEEE Transactions on Software Engineering</i> , 2020 , 46, 71-99	3.5	3
24	On the use of virtual reality in software visualization: The case of the city metaphor. <i>Information and Software Technology</i> , 2019 , 114, 92-106	3.4	16
23	The city metaphor in software visualization: feelings, emotions, and thinking. <i>Multimedia Tools and Applications</i> , 2019 , 78, 33113-33149	2.5	5
22	An Empirical Assessment on Affective Reactions of Novice Developers When Applying Test-Driven Development. <i>Lecture Notes in Computer Science</i> , 2019 , 3-19	0.9	2
21	On the Accuracy of SonarQube Technical Debt Remediation Time 2019 ,		12
20	SPIRITuS: a Simple Information Retrieval regression Test Selection approach. <i>Information and Software Technology</i> , 2018 , 99, 62-80	3.4	13

19	Clustering support for inadequate test suite reduction 2018 ,		6
18	CUTER 2018 ,		1
17	The effect of noise on software engineers' performance 2018 ,		6
16	A longitudinal cohort study on the retainment of test-driven development 2018 ,		3
15	The effect of noise on requirements comprehension 2018 ,		1
14	Findings from a multi-method study on test-driven development. <i>Information and Software Technology</i> , 2017 , 89, 64-77	3.4	10
13	SMUG: a selective mutant generator tool 2017 ,		1
12	Fixing Faults in C and Java Source Code. <i>ACM Transactions on Software Engineering and Methodology</i> , 2017 , 26, 1-43	3.3	11
11	Visualising a Software System as a City Through Virtual Reality. <i>Lecture Notes in Computer Science</i> , 2017 , 319-327	0.9	3
10	Are unreachable methods harmful? Results from a controlled experiment 2016 ,		1
9	Results from an Ethnographically-informed Study in the Context of Test Driven Development 2016 ,		2
8	Students' and professionals' perceptions of test-driven development 2016 ,		39
7	A graph-based approach to detect unreachable methods in Java software 2016 ,		3
6	An External Replication on the Effects of Test-driven Development Using a Multi-site Blind Analysis Approach 2016 ,		10
5	DUM-Tool 2015 ,		3
4	Clustering and lexical information support for the recovery of design pattern in source code 2011 ,		9
3	Results from an ethnographically-informed study in the context of test-driven development		3
2	Results from an ethnographically-informed study in the context of test-driven development		2

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GASSER: A Multi-Objective Evolutionary Approach for Test Suite Reduction. *International Journal of Software Engineering and Knowledge Engineering*,1-33

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