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digital output voltmeter has an input range of 0 to 30 V and displays three significant figures. The manufacturer claims an accuracy of 2% of full scale. With a voltage reading of 5 V, what are the percent uncertainties of the reading due to accuracy and resolution?

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Appropriate for undergraduate-level courses in Introduction to Engineering Experimentation found in departments of Mechanical, Aeronautical, Civil, and Electrical Engineering. Wheeler and Ganji introduce many topics that engineers need to master in order to plan, design and document a successful experiment or measurement system. The text offers thorough discussions of topics often ignored or merely touched upon by other texts, including modern computerized data acquisition systems, electrical output measuring devices, and in-depth coverage of experimental uncertainty analysis.

KEY BENEFIT: An up-to-date, practical introduction to engineering experimentation. Introduction to Engineering Experimentation, 3E introduces many topics that engineers need to master in order to plan, design, and document a successful experiment or measurement system. The text offers a practical approach with current examples and thorough discussions of key topics, including those often ignored or merely touched upon by other texts, such as modern computerized data acquisition systems, electrical output measuring devices, and in-depth coverage of experimental uncertainty analysis. The book includes theoretical coverage and selected applications of statistics and probability, instrument dynamic response, uncertainty analysis and Fourier analysis; detailed descriptions of computerized data acquisition systems and system components, as well as a wide range of common sensors and measurement systems such as strain gages and thermocouples. Worked examples are provided for theoretical topics and sources of uncertainty are presented for measurement systems. For engineering professionals looking for an up-to-date, practical introduction to the field of engineering experimentation.

An overview of experimental methods providing practical advice to students seeking guidance with their experimental work.

Basics of Software Engineering Experimentation is a practical guide to experimentation in a field which has long been underpinned by suppositions, assumptions, speculations and beliefs. It demonstrates to software engineers how Experimental Design and Analysis can be used to validate their beliefs and ideas. The book does not assume its readers have an in-depth knowledge of mathematics, specifying the conceptual essence of the techniques to use in the design and analysis of experiments and keeping the mathematical calculations clear and simple. Basics of Software Engineering Experimentation is practically oriented and is specially written for software engineers, all the examples being based on real and fictitious software engineering experiments.

This text provides students with the missing link that can help them master the basic principles of electromagnetics. The concept of vector fields is introduced by starting with clear definitions of position, distance, and base vectors. The symmetries of typical configurations are discussed in detail, including cylindrical, spherical, translational, and two-fold rotational symmetries. To avoid serious confusion between symbols with two indices, the text adopts a new notation: a letter with subscript 1-2 for the work done in moving a unit charge from point 2 to point 1, in which the subscript 1-2 mimics the difference in potentials, while the hyphen implies a sense of backward direction, from 2 to 1. This text includes 300 figures in which real data are drawn to scale. Many figures provide a three-dimensional view. Each subsection includes a number of examples that are solved by examining rigorous approaches in steps. Each subsection ends with straightforward exercises and answers through which students can check if they correctly understood the concepts. A total 350 examples and exercises are provided. At the end of each section, review questions are inserted to point out key concepts and relations discussed in the section. They are given with hints referring to the related equations and figures. The book contains a total of 280 end-of-chapter problems.

This classic describes and illustrates basic theory, with a detailed explanation of discrete wavelet transforms. Suitable for upper-level undergraduates, it is also a practical resource for professionals.

Like other sciences and engineering disciplines, software engineering requires a cycle of model building, experimentation, and learning. Experiments are valuable tools for all software engineers who are involved in evaluating and choosing between different methods, techniques, languages and tools. The purpose of Experimentation in Software Engineering is to introduce students, teachers, researchers, and practitioners to empirical studies in software engineering, using controlled experiments. The introduction to experimentation is provided through a process perspective, and the focus is on the steps that we have to go through to perform an experiment. The book is divided into three parts. The first part provides a background of theories and methods used in experimentation. Part II then devotes one chapter to each of the five experiment steps: scoping, planning, execution, analysis, and result presentation. Part III completes the presentation with two examples. Assignments and statistical material are provided in appendixes. Overall the book provides indispensable information regarding empirical studies in particular for experiments, but also for case studies, systematic literature reviews, and surveys. It is a revision of the authors' book, which was published in 2000. In addition, substantial new material, e.g. concerning systematic literature reviews and case study research, is introduced. The book is self-contained and it is suitable as a course book in undergraduate or graduate studies where the need for empirical studies in software engineering is stressed. Exercises and assignments are included to combine the more theoretical material with practical aspects. Researchers will also benefit from the book, learning more about how to conduct empirical studies, and likewise practitioners may use it as a "cookbook" when evaluating new methods or techniques before implementing them in their organization.

This comprehensive new edition tackles the multiple aspects of environmental engineering, from solid waste disposal to air and noise pollution. It places a much-needed emphasis on fundamental concepts, definitions, and problem-solving while providing updated problems and discussion questions in each chapter. Introduction to Environmental Engineering also includes a discussion of environmental legislation along with environmental ethics case studies and problems to present the legal framework that governs environmental engineering design.

Environmental Engineering: Fundamentals, Sustainability, Design presents civil engineers with an introduction to chemistry and biology, through a mass and energy balance approach. ABET required topics of emerging importance, such as sustainable and global engineering are also covered. Problems, similar to those on the FE and PE exams, are

integrated at the end of each chapter. Aligned with the National Academy of Engineering's focus on managing carbon and nitrogen, the 2nd edition now includes a section on advanced technologies to more effectively reclaim nitrogen and phosphorous. Additionally, readers have immediate access to web modules, which address a specific topic, such as water and wastewater treatment. These modules include media rich content such as animations, audio, video and interactive problem solving, as well as links to explorations. Civil engineers will gain a global perspective, developing into innovative leaders in sustainable development.

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