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VRIJE UNIVERSITEIT

THIS IS A VERY NICE TITLE

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ACADEMISCH PROEFSCHRIFT

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de Vrije Universiteit Amsterdam,
op gezag van de rector magnificus
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in het openbaar te verdedigen
ten overstaan van de promotiecommissie
van de Faculteit der Bètawetenschappen
op [defenseDay] [DATE] om [TIME xx.xx] uur
in [de aula / het auditorium] van de universiteit,
De Boelelaan 1105

door

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- In cases where this thesis draws upon collaborative efforts with others, I have provided a clear distinction between the contributions made by collaborators and my own individual contributions.

[DATE]

Don't ask whether you can do something, but how to do it.

Adele Goldberg

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1

INTRODUCTION

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1.1 BACKGROUND & CONTEXT

In this thesis, you can reference pictures Figure 1.1 using `Cleverref` and circles ⑤.

We also have lists:

1. Static Analysis ③ examines program artifacts or their source code without executing them [2], while
2. Dynamic Analysis ④ relies on information gathered from their execution [3].

Or boxes:

I hope this helps you get started! Moritz & Laurens

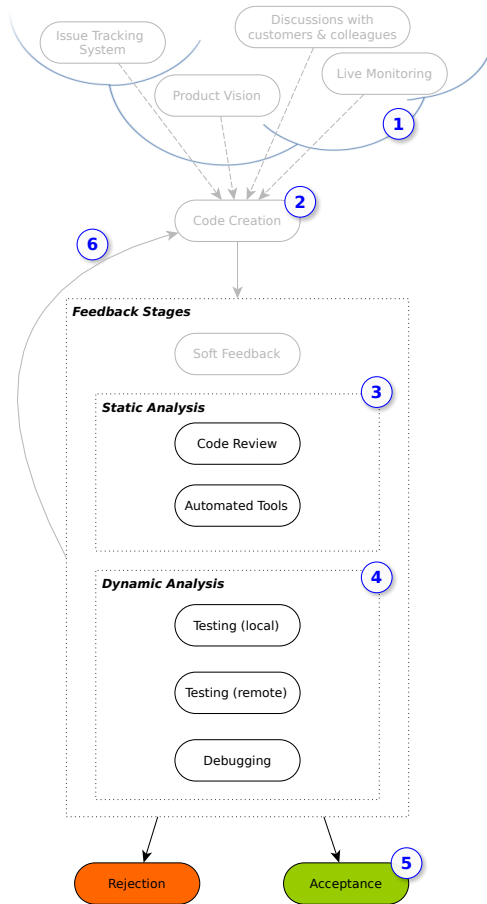


Figure 1.1: The stages of the FDD model and their relationship to other Software Engineering concepts.

2

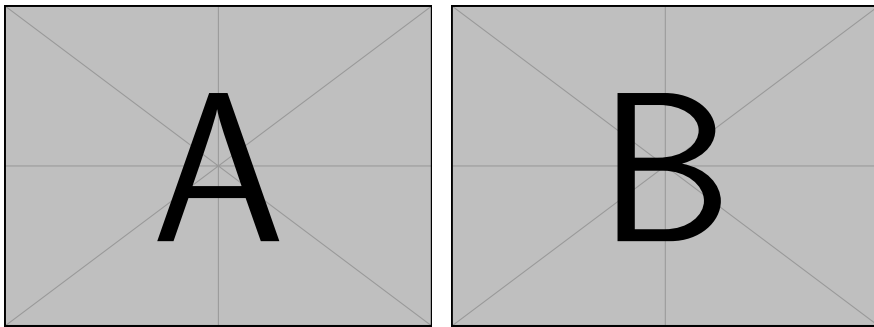
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PAPER 1

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Figure 2.1 with two sub-figures such as 2.1a and 2.1b



(a) my caption a

(b) my caption b

Figure 2.1: Two foo figures.

2.1 PAPER SECTION

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3

CONCLUSION

The conclusions of your thesis.

3.1 THIS IS A SECTION TITLE

Hello have a table.

What? A booktabs table?

3.1.1 THIS IS A SUBSECTION

Hi again!

THIS IS A SUBSUBSECTION HEADER

Bye this time.

Table 3.1: A nice table.

Column name	Explanation
last_modified	Kaas
version	Baas
db_schema_version	Haas

Table 3.2: A nice table.

Column name	Explanation
last_modified	Kaas
version	Baas
db_schema_version	Haas

BIBLIOGRAPHY

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REFERENCES


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- [2] BA Wichmann, AA Canning, DL Clutterbuck, LA Winsborrow, NJ Ward, and DWR Marsh. Industrial perspective on static analysis. *Software Engineering Journal*, 10(2):69–75, 1995.
- [3] Bas Cornelissen, Andy Zaidman, Arie Van Deursen, Leon Moonen, and Rainer Koschke. A systematic survey of program comprehension through dynamic analysis. *IEEE Transactions on Software Engineering*, 35(5):684–702, 2009.


GLOSSARY

FDD Feedback-Driven Development, a model of the modern code creation cycle that involves acquiring and integrating feedback from multiple sources and passing quality gates in a highly customizable way (described in Chapter 1).

LIST OF PUBLICATIONS

- 1. *Moritz Beller*: Toward an Empirical Theory of Feedback-Driven Development. To appear in 40th International Conference on Software Engineering (ICSE), Student Research Competition (SRC), Gothenborg, Sweden, 2018. Acceptance Rate 43% (10/23)

 Included in this thesis.

 Won a best paper, tool demonstration, or proposal award.