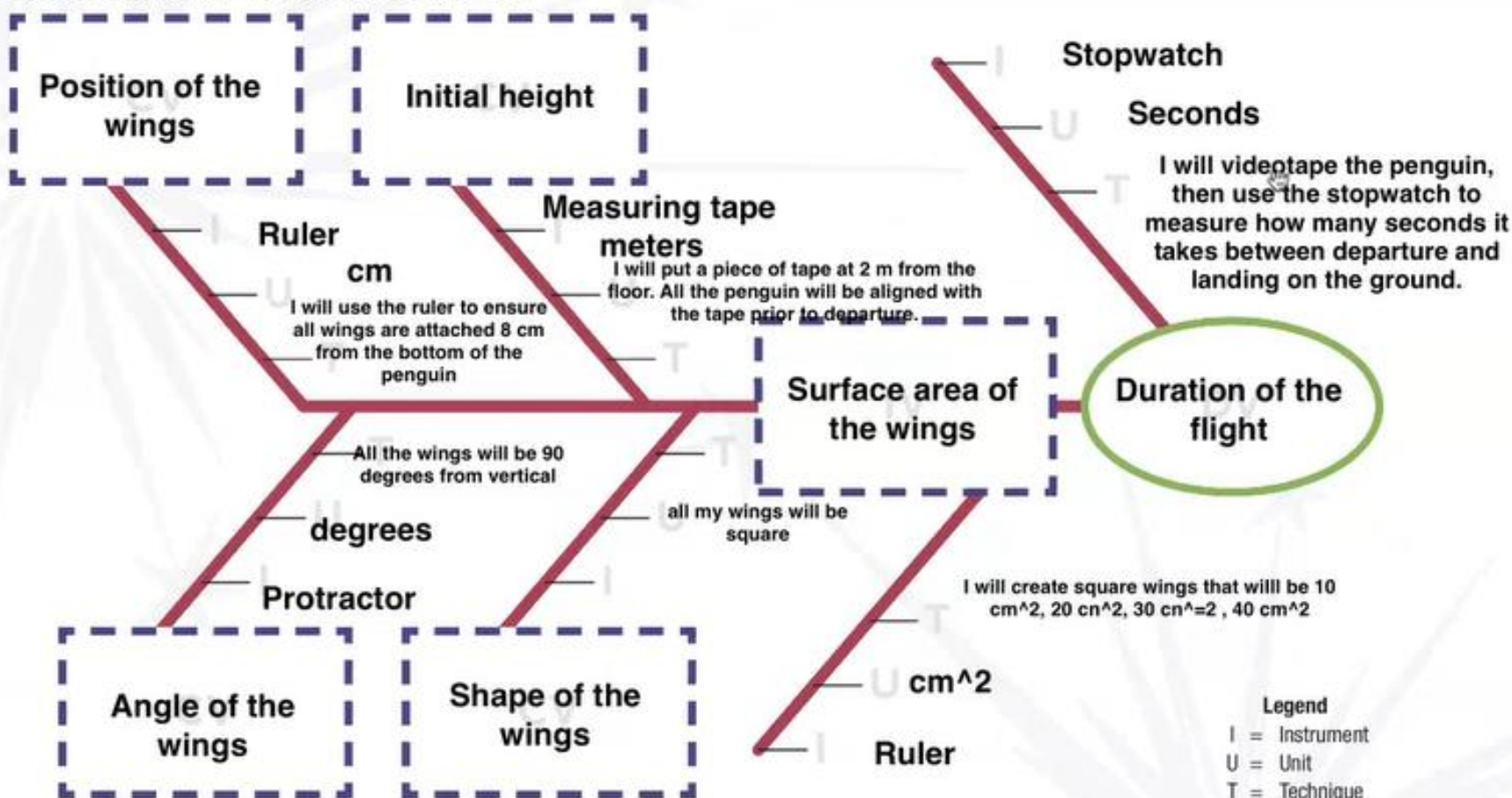


Experiment Design and Perform

Step 3: Fishbone - Experiment Organizer



Legend
 I = Instrument
 U = Unit
 T = Technique