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Nota di contenuto	Keynotes and Invited Presentations -- Software Quality versus Time-to-Market: How to Resolve These Conflicts? -- Mobile Web Services and Software Quality -- Solid Software: Is It Rocket Science? -- Is Process Improvement Irrelevant to Produce New Era Software? -- Model-Driven Business Operations -- Product Quality in Software Business Connection -- Breakthrough in Delivering Software Quality: Capability Maturity Model and Six Sigma -- Accepted Papers quality@web -- Using Mobile Agents for Security Testing in Web Environments -- Quality Control Techniques for Constructing Attractive Corporate Websites: Usability in Relation to the Popularity Ranking of Websites -- Evaluating the Performance of a Web Site via Queuing Theory -- Requirements Engineering and QA -- Lessons Learned from Applying the Requirements Engineering Good Practice Guide for Process Improvement -- Quality Assurance Activities for ASP Based on SLM in Hitachi -- Improving Software Quality in Product Families through Systematic Reengineering -- Process Improvement Experiences -- SPI Models: What Characteristics Are Required for Small Software Development Companies? -- Experience Based Process Improvement -- How to Effectively Promote the Software Process Improvement Activities in a Large-Scale Organization -- Risk and Cost Management -- Consideration of EVMS Technique Application to Software Development -- Performing Initial Risk Assessments in Software Acquisition Projects

-- UML Developments: Cost Estimation from Requirements -- Personal Software Process -- The Personal Software Process in Practice: Experience in Two Cases over Five Years -- Personal Software Process: Classroom Experiences from Finland -- Partnering for Quality -- GARP — The Evolution of a Software Acquisition Process Model -- Cooperation and Competition with Partner Companies: Practices for Quality Control through Competition among Teams -- Cooperate or Conquer? A Danish Survey of the Customer-Supplier Relationship -- Defect Management -- of the Software Configuration Management Team and Defect Tracking System for Global Distributed Development -- Software Development Bug Tracking: “Tool Isn’t User Friendly” or “User Isn’t Process Friendly” -- I-P-O/Multilateral Design Quality Evaluation Methods: Process Improvements and Effects -- The COTS Market -- Classifying COTS Products -- Understanding Software Component Markets: The Value Creation Perspective -- Collaboration between a COTS Integrator and Vendors -- XP and/or Maturity -- Creation of a Guideline for Tailoring Development Processes Using Project Metrics Data -- Comparison of CMM Level 2 and eXtreme Programming -- An Empirical Study with Metrics for Object-Relational Databases -- New Approaches to Testing -- Extended Model-Based Testing toward High Code Coverage Rate -- Restricted Random Testing -- Quality-Adaptive Testing: A Strategy for Testing with Focusing on Where Bugs Have Been Detected -- Effective Inspection -- Peer Reviews as a Quality Management Technique in Open-Source Software Development Projects -- An Evaluation of Inspection Automation Tools.

Sommario/riassunto

Software professionals and companies live in a new world today. Increasingly complex systems need to be built faster and cheaper. While many of the est- lished approaches in software quality are still valid, the software quality c- munity is going through a paradigm shift that requires a re-assessment of our current method and tool portfolio, as well as creating new and more e?ective solutions. We have selected two themes for this conference to highlight this paradigm shift. Our ? rst theme, “production of attractive and reliable software at Internet speed” sums up the dilemma many software organisations face. In order to be competitive, software should contain advanced features and run reliably – yet it should be developed quickly and cost e?ectively for the right market window. Finding the right balance between these objectives is a critical question that will determine business success in the years to come. Our second theme, “production of software with a dynamic partnership n- work” highlights the current trend of using partnerships and subcontractors as integral players in the software development process. Partnerships sometimes need to be created quickly to respond to a market opportunity, yet the costs and speed of cooperation must be competitive. Di?erent companies have di?erent processes, quality tools and cultures, yet they should cooperate seamlessly for the best result.