

1. Record Nr.	UNISA996390165203316
Autore	Sibbes Richard <1577-1635.>
Titolo	The brides longing for her bride-groomes second comming [[electronic resource]] : A sermon preached at the funerall of the right worshipfull, Sir Thomas Crevv, knight, sergeant at law to his maiestie. By the late learned and reverend divine, Rich. Sibs
Pubbl/distr/stampa	London, : Printed by E. P[urslow] for E. Langham, in Bambury, 1638
Descrizione fisica	[22], 138, [2] p
Soggetti	Sermons, English - 17th century
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Epistle signed: G.H., i.e. George Hughes?. Signatures: A-FÂ¹Â² G (-A1, blank?). Printer's name from STC. Reproduction of the original in the Cambridge University Library.
Sommario/riassunto	eebo-0021

2. Record Nr.	UNINA9910144157103321
Titolo	Extreme Programming and Agile Processes in Software Engineering : 5th International Conference, XP 2004, Garmisch-Partenkirchen, Germany, June 6-10, 2004, Proceedings // edited by Jutta Eckstein, Hubert Baumeister
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2004
ISBN	3-540-24853-6
Edizione	[1st ed. 2004.]
Descrizione fisica	1 online resource (XVI, 364 p.)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 3092
Disciplina	005.11
Soggetti	Software engineering Computer programming Compilers (Computer programs) Electronic data processing - Management Computers and civilization Computer science Software Engineering Programming Techniques Compilers and Interpreters IT Operations Computers and Society Computer Science Logic and Foundations of Programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Acceptance Testing -- The Video Store Revisited Yet Again: Adventures in GUI Acceptance Testing -- Test Driving Custom Fixtures -- Putting a Motor on the Canoo WebTest Acceptance Testing Framework -- Generative Acceptance Testing for Difficult-to-Test Software -- Scalability Issues -- Moomba – A Collaborative Environment for Supporting Distributed Extreme Programming in Global Software Development -- When XP Met Outsourcing -- Distributed Product Development Using Extreme Programming -- Scaling Continuous

Integration -- New Insights -- Efficient Markets, Efficient Projects, and Predicting the Future -- Agile Principles and Open Source Software Development: A Theoretical and Empirical Discussion -- XP Lite Considered Harmful? -- Agile Specification-Driven Development -- Refactoring -- Towards a Proper Integration of Large Refactorings in Agile Software Development -- An Agile Approach to a Legacy System -- Cynical Reengineering -- Social Issues -- The Characteristics of XP Teams -- The Oregon Software Development Process -- Roles in Agile Software Development Teams -- Empirical Analysis on the Satisfaction of IT Employees Comparing XP Practices with Other Software Development Methodologies -- Practitioner Reports -- Agile Processes Enhancing User Participation for Small Providers of Off-the-Shelf Software -- Self-Adaptability of Agile Software Processes: A Case Study on Post-iteration Workshops -- Enterprise Continuous Integration Using Binary Dependencies -- Agile Project Controlling -- Invited Talks -- Leading Fearless Change—Introducing Agile Approaches and Other New Ideas into Your Organization -- Posters -- Automated Generation of Unit Tests for Refactoring -- XP: Help or Hindrance to Knowledge Management? -- Test Driven Development and Software Process Improvement in China -- Project Management and Agile Methodologies: A Survey -- Evaluating the Extreme Programming System – An Empirical Study -- A Comparison of Software Development Process Experiences -- Abstract Test Aspect: Testing with AOP -- XMI for XP Process Data Interchange -- Analyzing Pair-Programmer's Satisfaction with the Method, the Result, and the Partner -- Literate Programming to Enhance Agile Methods -- Demonstrations -- Mockrunner – Unit Testing of J2EE Applications -- Application of Lean and Agile Principles to Workflow Management -- Assistance for Supporting XP Test Practices in a Distributed CSCW Environment -- Requirements of an ISO Compliant XP Tool -- Going Interactive: Combining Ad-Hoc and Regression Testing -- Complete Test Generation for Extreme Programming -- Story Management -- Conditional Test for JavaBeans Components -- Trainers and Educators Track -- Agile Methods in Software Engineering Education -- Extreme Programming in Curriculum: Experiences from Academia and Industry -- Human Aspects of Software Engineering: The Case of Extreme Programming -- Extreme Programming in a University Project -- Ph.D. Symposium -- Agile Methods: The Gap between Theory and Practice -- Correlating Unit Tests and Methods under Test -- Exploring the XP Customer Role – Part II -- A Selection Framework for Agile Methodologies -- Workshops -- Refactor Our Writings -- Be Empowered (That's an Order !) "Experience the Dynamics and the Paradoxes of Self-Organizing Teams" -- How to Maintain and Promote Healthy Agile Culture -- Customer Collaboration -- Assessing Agility -- Designing the Ultimate Acceptance Testing Framework -- Panels and Activities -- The XP Customer Role -- Fishbowl: XP Tools -- The XP Game -- XP and Organizational Change: Lessons from the Field.

Sommario/riassunto

Software development is being revolutionized. The heavy-weight processes of the 1980s and 1990s are being replaced by light-weight, so called agile processes. Agile processes move the focus of software development back to what really matters: running software. This is only made possible by accepting that software development is a creative job done by, with, and for individual human beings. For this reason, agile software development encourages interaction, communication, and fun. This was the focus of the Fifth International Conference on Extreme Programming and Agile Processes in Software Engineering which took place between June 6 and June 10, 2004 at the conference center in Garmisch-

Partenkirchen at the foot of the Bavarian Alps near Munich, Germany. In this way the conference provided a unique forum for industry and academic professionals to discuss their needs and ideas for incorporating Extreme Programming and Agile Methodologies into their professional life under consideration of the human factor. We celebrated this year's conference by reflecting on what we had achieved in the last half decade and we also focused on the challenges we will face in the near future.
