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Nota di contenuto	Foundation and Rationale for Agile Methods -- A Distributed Cognition Account of Mature XP Teams -- Foundations of Agile Decision Making from Agile Mentors and Developers -- Software Development as a Collaborative Writing Project -- Comparative Analysis of Job Satisfaction in Agile and Non-agile Software Development Teams -- Effects of Pair Programming -- Investigating the Impact of Personality Types on Communication and Collaboration-Viability in Pair Programming – An Empirical Study -- The Collaborative Nature of Pair Programming -- Is External Code Quality Correlated with Programming Experience or Feelgood Factor? -- Quality in Agile Software Development -- Leveraging Code Smell Detection with Inter-smell Relations -- Studying the Evolution of Quality Metrics in an Agile/Distributed Project -- The Effect of Test-Driven Development on Program Code -- Issues in Large Scale Agile Development -- Configuring Hybrid Agile-Traditional Software Processes -- Rolling the DICE® for Agile Software Projects -- Agility in the Avionics Software World -- New Practices for Agile Software Development -- Architecture

and Design in eXtreme Programming; Introducing “Developer Stories” -- Towards a Framework for Integrating Agile Development and User-Centred Design -- Security Planning and Refactoring in Extreme Programming -- Experience Papers -- Divide After You Conquer: An Agile Software Development Practice for Large Projects -- Augmenting the Agile Planning Toolbox -- Incorporating Learning and Expected Cost of Change in Prioritizing Features on Agile Projects -- Automatic Changes Propagation -- Making Fit / FitNesse Appropriate for Biomedical Engineering Research -- Sprint Driven Development: Agile Methodologies in a Distributed Open Source Project (PyPy) -- Posters and Demonstrations -- Storytelling in Interaction: Agility in Practice -- Towards an Agile Process for Building Software Product Lines -- Extending the Embedded System E-TDDunit Test Driven Development Tool for Development of a Real Time Video Security System Prototype -- Evaluation of Test Code Quality with Aspect-Oriented Mutations -- Experimenting with Agile Practices – First Things First -- Test-Driven Development: Can It Work for Spreadsheet Engineering? -- Comparison Between Test Driven Development and Waterfall Development in a Small-Scale Project -- A Practical Approach for Deploying Agile Methods -- Streamlining the Agile Documentation Process Test-Case Driven Documentation Demonstration for the XP2006 Conference -- Panels -- Open Source Software in an Agile World -- Politics and Religion in Agile Development -- How Do Agile/XP Development Methods Affect Companies?.

Sommario/riassunto

Unbelievable, we have reached the seventh edition of the XP2k+n conference! We started at the outset of the new millennium, and we are still proving that agile pr- esses were neither a millennium bug nor a YAF (yet another fad). In its first editions, this conference was a get-together of a few pioneers who - bated about how to make agile processes and methods accepted by the mainstream researchers and practitioners in software engineering. Now agile approach to software development has been fully accepted by the software engineering community and this event has become the major forum for understanding better the implications of agility in software development and proposing extensions to the mainstream approaches. These two aspects were fully reflected in this year’s conference. They were - flected in the keynote speeches, which covered the background work done starting as early as the early eighties by Barry Boehm, definition of the field by Kent Beck, a successful industrial application in a success story by Sean Hanly, the perspective and the future of agile methods in large corporations by Jack Järkvik, and even some - sightful views from a philosopher, Pekka Himanen.