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Nota di contenuto	Experience Reports -- Lean Software Management Case Study: Timberline Inc. -- XP South of the Equator: An eXPerience Implementing XP in Brazil -- Introducing Extreme Programming into a Software Project at the Israeli Air Force -- The Agile Journey -- New Insights -- From User Stories to Code in One Day? -- Evaluate XP Effectiveness Using Simulation Modeling -- Agile Security Using an

Incremental Security Architecture -- Quantifying Requirements Risk -- Social Issues -- Social Perspective of Software Development Methods: The Case of the Prisoner Dilemma and Extreme Programming -- A Framework for Understanding the Factors Influencing Pair Programming Success -- Empirical Study on the Productivity of the Pair Programming -- The Social Side of Technical Practices -- Testing -- A Survey of Test Notations and Tools for Customer Testing -- Testing with Guarantees and the Failure of Regression Testing in eXtreme Programming -- Examining Usage Patterns of the FIT Acceptance Testing Framework -- Agile Test Composition -- Tools -- E-TDD -- Embedded Test Driven Development a Tool for Hardware-Software Co-design Projects -- Multi-criteria Detection of Bad Smells in Code with UTA Method -- An Eclipse Plugin to Support Agile Reuse -- Case Studies -- An Approach for Assessing Suitability of Agile Solutions: A Case Study -- XP Expanded: Distributed Extreme Programming -- A Case Study on Naked Objects in Agile Software Development -- Invited Talks -- Extreme Programming for Critical Systems? -- That Elusive Business Value: Some Lessons from the Top -- Agility -- Coming of Age -- Another Notch -- Posters and Demonstrations -- A Process Improvement Framework for XP Based SMEs -- Standardization and Improvement of Processes and Practices Using XP, FDD and RUP in the Systems Information Area of a Mexican Steel Manufacturing Company -- Multithreading and Web Applications: Further Adventures in Acceptance Testing -- Using State Diagrams to Generate Unit Tests for Object-Oriented Systems -- The Positive Affect of the XP Methodology -- Adjusting to XP: Observational Studies of Inexperienced Developers -- An Agile and Extensible Code Generation Framework -- UC Workbench -- A Tool for Writing Use Cases and Generating Mockups -- Desperately Seeking Metaphor -- Agile Testing of Location Based Services -- Source Code Repositories and Agile Methods -- Writing Coherent User Stories with Tool Support -- BPUF: Big Picture Up Front -- Agile Development Environment for Programming and Testing (ADEPT) -- Eclipse Makes Project Management eXtreme -- Tailoring Agile Methodologies to the Southern African Environment -- Panels and Activities -- XP/Agile Education and Training -- Off-Shore Agile Software Development -- The Music of Agile Software Development -- The XP Game -- Leadership in Extreme Programming -- Tutorials -- Agile Project Management -- Expressing Business Rules -- to Lean Software Development -- The Courage to Communicate: Collaborative Team Skills for XP/Agile Teams -- Test-Driven User Interfaces -- The XP Geography: Mapping Your Next Step, a Guide to Planning Your Journey -- Workshops -- Lightning Writing Workshop Exchange Ideas on Improving Writing Skills -- The Coder's Dojo -- A Different Way to Teach and Learn Programming -- Informative Workspace -- Exploring Best Practice for XP Acceptance Testing -- Hands-on Domain-Driven Acceptance Testing -- How to Sell the Idea of XP to Managers, Customers and Peers -- Agile Contracts -- When Teamwork Isn't Working -- The Origin of Value: Determining the Business Value of Software Features -- The Drawing Carousel: A Pair Programming Experience -- Agile Development with Domain Specific Languages -- Ph.D. and Master's Symposium -- A Thinking Framework for the Adaptation of Iterative Incremental Development Methodologies -- Exploring XP's Efficacy in a Distributed Software Development Team -- Agile Methods for Embedded Systems -- Tool Support for the Effective Distribution of Agile Practice -- The Software Hut -- A Student Experience of eXtreme Programming with Real Commercial Clients -- Eclipse Platform Integration of Jester -- The JUnit Test Tester -- Extreme Programming: The Genesys Experience -- Shared Code Repository: A

Narrative.

Sommario/riassunto

Extreme Programming has come a long way since its first use in the C3 project almost 10 years ago. Agile methods have found their way into the mainstream, and at the end of last year we saw the second edition of Kent Beck's book on Extreme Programming, containing a major refactoring of XP. This year, the 6th International Conference on Extreme Programming and Agile Processes in Software Engineering took place June 18–23 in Sheffield. As in the years before, XP 2005 provided a unique forum for industry and academic professionals to discuss their needs and ideas on Extreme Programming and agile methodologies. These proceedings reflect the activities during the conference which ranged from presentation of research papers, invited talks, posters and demonstrations, panels and activity sessions, to tutorials and workshops. Included are also papers from the Ph.D. and Master's Symposium which provided a forum for young researchers to present their results and to get feedback. As varied as the activities were the topics of the conference which covered the presentation of new and improved practices, empirical studies, experience reports and case studies, and last but not least the social aspects of agile methods. The papers and the activities went through a rigorous reviewing process. Each paper was reviewed by at least three Program Committee members and was discussed carefully among the Program Committee. Of 62 papers submitted, only 22 were accepted as full papers.