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Soggetti	Software engineering Computer programming Programming languages (Electronic computers) Management information systems Computer science Computers and civilization Computer logic Software Engineering Programming Techniques Programming Languages, Compilers, Interpreters Management of Computing and Information Systems Computers and Society Logics and Meanings of Programs
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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.

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## 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 betw

een 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.

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