

# **Extreme Programming And Agile Methods Xpagile Universe 2003 Third Xp And Second Agile Universe Conference New Orleans La Usa August 10 13 2003 Proceedings Lecture Notes In Computer Science**

This open access book constitutes the proceedings of the 19th International Conference on Agile Software Development, XP 2018, held in Porto, Portugal, in May 2018. XP is the premier agile software development conference combining research and practice, and XP 2018 provided a playful and informal environment to learn and trigger discussions around its main theme – make, inspect, adapt. The 21 papers presented in this volume were carefully reviewed and selected from 62 submissions. They were organized in topical sections named: agile requirements; agile testing; agile transformation; scaling agile; human-centric agile; and continuous experimentation.

This book contains most of the papers presented at the 4th International Conference on Extreme Programming and Agile Processes in Software Engineering (XP 2003), held in Genoa, Italy, May 2003. The XP 200n series of conferences were started in 2000 to promote the - change of new ideas, research and applications in the emerging ?eld of agile methodologies for software development. Over the years, the conference has - come the main world forum for all major advances in this important ?eld. Also this year the contributions to Agile Methodologies and Extreme P- gramming were substantial. They demonstrate that the

topic is continuing to gain more and more momentum. In spite of some criticism of agile methodologies, everyone agrees that they address some unresolved needs of software practitioners. People still do not know how to develop software on time, with the desired features, and within the given budget! This volume is divided into several thematic sections, easing reader's navigation through the content. Full papers are presented first, followed by research reports, papers from the Educational Symposium, and papers from the Ph.D. Symposium. The presentations given during three panel sessions held at the conference conclude the book. The section on Managing Agile Processes includes contributions highlighting the sometimes difficult relationship between agile methodologies and management, and includes approaches and suggestions that should facilitate the acceptance of agile methodologies at the different levels of management.

This book constitutes the refereed proceedings of the 7th International Conference on Extreme Programming and Agile Processes in Software Engineering, XP 2006, held in Oulu, Finland, June 2006. The book presents 16 revised full papers together with 6 experience papers, 12 poster papers and panel summaries, organized in topical sections on foundation and rationale for agile methods, effects of pair programming, quality in agile software development, and more.

It was 1999 when Extreme Programming Explained was first published, making this year's event arguably the 7th anniversary of the birth of the XP/Agile movement in software development. Our fourth conference reflected the evolution and the learning that have occurred in these exciting 7 years as agile practices have become part of the mainstream in software development. These pages are the proceedings of XP Agile Universe 2004, held in

beautiful Calgary, gateway to the Canadian Rockies, in Alberta, Canada.

Evident in the conference is the fact that our learning is still in its early stages. While at times overlooked, adaptation has been a core principle of agile software development since the earliest literature on the subject. The conference and these proceedings re- force that principle. Although some organizations are able to practice agile methods in the near-pure form, most are not, re- flecting just how radically innovative these methods are to this day.

Any innovation must coexist with an existing environment and agile software development is no different. There are numerous challenges confronting IT and software development organizations today, with many solutions pitched by a cadre of advocates. Be it CMM, offshoring, outsourcing, security, or one of many other current topics in the industry, teams using or transitioning to Extreme Programming and other agile practices must integrate with the rest of the organization in order to succeed. The papers here offer some of the latest experiences that teams are having in those efforts. XP Agile Universe 2004 consisted of workshops, tutorials, papers, panels, the Open Space session, the Educators' Symposium, keynotes, educational games and industry presentations.

XP Agile Universe 2003 is the third conference in a series running in North America and attracting participants from all over the world who are interested in the research, development and application of agile software processes. Agile approaches value people and interaction over processes and tools – moving software engineering from the process-oriented software development approaches of the 1990s towards people-oriented approaches that we are starting to see more and more in this decade. Agile approaches stress a holistic view of software developers as being involved in analysis, design, implementation and testing

activities, while more traditional, Tayloristic approaches separate these tasks and assign them to different “resources.” Tayloristic approaches create knowledge-sharing problems as information gathered by one person needs to be handed over – usually in the form of documentation – to the next person in the chain. Agile approaches reduce the number of hand-offs and, thus, decrease the amount of required documentation for knowledge sharing. While deemed a novelty only a few years ago, agile methods are now being established in the software industry and are being applied in more and more application domains. While agile approaches move into the mainstream of software organizations, we are only now beginning to understand their benefits, areas of applicability, and also their dangers. This year’s conference will increase this understanding and provide a better base for industry practitioners as they assess the effectiveness of agile methods in their environment.

The second XP Universe and First Agile Universe brought together many people interested in building software in a new way. Held in Chicago, August 4–7, 2002 it attracted software experts, educators, and developers. Unlike most conferences the venue was very dynamic. Many activities were not even well defined in advance. All discussions were encouraged to be spontaneous. Even so, there were some written words available and you are holding all of them now. We have collected as much material as possible together into this small volume. It is just the tip of the iceberg of course. A reminder to us of what we learned, the people we met, and the ideas we expressed. The conference papers, including research and experience papers, are reproduced in these proceedings. Forty-one (41) papers were submitted. Each submitted paper received three reviews by program committee members. The program committee consisted of 40 members. Papers submitted by program committee members were

refereed separately. This ensured that reviewers could provide an honest feedback not seen by the paper submitters. In many cases, the program committee shepherded authors to significantly improve their initial submission prior to completing the version contained in these proceedings. In the end, the program committee chose 25 papers for publication (60% acceptance).

\* Explains current Extreme Programming practices now that .NET 1.1 has matured; also explains how new features of .NET 2.0 impact Extreme Programming techniques. \* Provides real-world examples of Extreme Programming practice, by examining the complete release of an example project, so developers can learn practical details and principles. \* Shows developers how to use test-first development techniques for web-based applications using the NUnit testing framework within the Visual Studio .NET IDE, plus critical coverage of Nant, Net Mock and CruiseControl.NET.

Testing is a cornerstone of XP, as tests are written for every piece of code before it is programmed. This workbook helps testers learn XP, and XP devotees learn testing. This new book defines how an XP tester can optimally contribute to a project, including what testers should do, when they should do it, and how they should do it.

This open access book constitutes the proceedings of the 21st International Conference on Agile Software Development, XP 2020, which was planned to be held during June 8-12, 2020, at the IT University of Copenhagen, Denmark. However, due to the COVID-19 pandemic the conference was postponed until an undetermined date. XP is the premier agile software development conference combining research and practice. It is a hybrid forum where agile researchers, academics, practitioners, thought leaders, coaches, and trainers get together to

present and discuss their most recent innovations, research results, experiences, concerns, challenges, and trends. Following this history, for both researchers and seasoned practitioners XP 2020 provided an informal environment to network, share, and discover trends in Agile for the next 20 years. The 14 full and 2 short papers presented in this volume were carefully reviewed and selected from 37 submissions. They were organized in topical sections named: agile adoption; agile practices; large-scale agile; the business of agile; and agile and testing. With the award-winning book *Agile Software Development: Principles, Patterns, and Practices*, Robert C. Martin helped bring Agile principles to tens of thousands of Java and C++ programmers. Now .NET programmers have a definitive guide to agile methods with this completely updated volume from Robert C. Martin and Micah Martin, *Agile Principles, Patterns, and Practices in C#*. This book presents a series of case studies illustrating the fundamentals of Agile development and Agile design, and moves quickly from UML models to real C# code. The introductory chapters lay out the basics of the agile movement, while the later chapters show proven techniques in action. The book includes many source code examples that are also available for download from the authors' Web site. Readers will come away from this book understanding Agile principles, and the fourteen practices of Extreme Programming: Spiking, splitting, velocity, and planning iterations and releases; Test-driven development, test-first design, and acceptance testing; Refactoring with unit testing; Pair programming; Agile design and design smells; The five types of UML diagrams and how to use them effectively; Object-oriented package design and design patterns; How to put all of it together for a real-world project. Whether you are a C# programmer or a Visual Basic or Java programmer learning C#, a software development manager, or a business analyst, *Agile Principles,*

Patterns, and Practices in C# is the first book you should read to understand agile software and how it applies to programming in the .NET Framework.

This book is open access under a CC BY license. The volume constitutes the proceedings of the 18th International Conference on Agile Software Development, XP 2017, held in Cologne, Germany, in May 2017. The 14 full and 6 short papers presented in this volume were carefully reviewed and selected from 46 submissions. They were organized in topical sections named: improving agile processes; agile in organization; and safety critical software. In addition, the volume contains 3 doctoral symposium papers (from 4 papers submitted).

Users can dramatically improve the design, performance, and manageability of object-oriented code without altering its interfaces or behavior. "Refactoring" shows users exactly how to spot the best opportunities for refactoring and exactly how to do it, step by step.

This collection offers an overview of extreme programming (XP) from the people who proposed it, a description of experiences in specific areas that are unclear and subject to debate, and an empirical evaluation of how XP projects are progressing in software companies. Topics of the 47 articles include agile software development, increasing the effectiveness of automated testing, integrating XP into college courses, and building complex object-oriented systems with patterns and XP. Annotation copyrighted by Book News, Inc., Portland, OR

Extreme Programming (XP) is a significant departure from traditional software development methods, one that is ushering in a change for both developers and business people. It is an agile methodology, which enables highly productive teams to produce quality software from rapidly changing or unclear requirements. XP is disciplined software craftsmanship, elevating best practices in software analysis, design, testing, implementation, and project management

to a new level. "Extreme Programming Applied" helps you begin using the principles behind this revolutionary concept. Even as the popularity of XP grows, many programmers and developers are still seeking practical advice on getting started. They find themselves in search of an XP roadmap, one that points to paths around the obstacles. "Extreme Programming Applied" is just that roadmap, a pragmatic guide to getting started with Extreme Programming. It helps programmers and project managers take their first steps toward applying the XP discipline. This book is not a tutorial, however. It uses real-world experience to educate readers about how to apply XP in their organizations. The authors offer guidelines for implementing XP, illustrating key points with valuable stories from successful XP pioneers. 0201616408B09172001

This book contains the refereed proceedings of the 17th International Conference on Agile Software Development, XP 2016, held in Edinburgh, UK, in May 2016. While agile development has already become mainstream in industry, this field is still constantly evolving and continues to spur an enormous interest both in industry and academia. To this end, the XP conference attracts a large number of software practitioners and researchers, providing a rare opportunity for interaction between the two communities. The 14 full papers accepted for XP 2016 were selected from 42 submissions. Additionally, 11 experience reports (from 25 submissions) 5 empirical studies (out of 12 submitted) and 5 doctoral papers (from 6 papers submitted) were selected, and in each case the authors were shepherded by an experienced researcher. Generally, all of the submitted papers went through a rigorous peer-review process.

This book constitutes the refereed proceedings of the XP / Agile Universe 2003 Conference

held in New Orleans, LA, USA in August 2003. The 17 revised full papers presented together with abstracts or papers from an educator symposium and workshop summaries were carefully reviewed and selected from 35 submissions. The papers are organized in topical sections on becoming agile, agile methods and processes, agile testing, and tool support for agile teams. 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.

A guide to XP leads the developer, project manager, and team leader through the software development planning process, offering real world examples and tips for reacting to changing environments quickly and efficiently.

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 P-

rogramming 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 Metho- logies into their professional life under consideration of the human factor. We celebrated this year's conference by re?ecting on what we had achieved in the last half decade and we also focused on the challenges we will face in the near future.

Extreme Programming Installed explains the core principles of Extreme Programming and details each step in the XP development cycle. This book conveys the essence of the XP approach--techniques for implementation, obstacles likely to be encountered, and experience-based advice for successful execution.

The first edition of "Extreme Programming Explained" is a classic. It won awards for its then-

radical ideas for improving small-team development, such as having developers write automated tests for their own code and having the whole team plan weekly. Much has changed in five years. This completely rewritten second edition expands the scope of XP to teams of any size by suggesting a program of continuous improvement based on: five core values consistent with excellence in software development; eleven principles for putting those values into action; and, thirteen primary and eleven corollary practices to help you push development past its current business and technical limitations. Whether you have a small team that is already closely aligned with your customers or a large team in a gigantic or multinational organization, you will find in these pages a wealth of ideas to challenge, inspire, and encourage you and your team members to substantially improve your software development.

This book constitutes the refereed proceedings of the 4th Conference on Extreme Programming and Agile Methods, XP/Agile Universe 2004, held in Calgary, Canada in August 2004. The 18 revised full papers presented together with summaries of workshops, panels, and tutorials were carefully reviewed and selected from 45 submissions. The papers are organized in topical sections on testing and integration, managing requirements and usability, pair programming, foundations of agility, process adaptation, and educational issues.

This book constitutes the refereed proceedings of the 8th International Conference on Agile Processes in Software Engineering and eXtreme Programming, XP 2007, held in Como, Italy in June 2007. It covers managing agile processes, extending agile methodologies, teaching and introducing agile methodologies, methods and tools, empirical studies, and methodology issue.

The field of software engineering is characterized by speed and turbulence in many regards. While new ideas are proposed almost on a yearly basis, very few of them live for a decade or a longer. Lightweight software development methods were a new idea in the latter part of the 1990s. Now, ten years later, they are better known as agile software development methods, and an active community driven by practitioners has formed around the new way of thinking. Agile software development is currently being embraced by the research community as well. As a sign of increased research activity, most research-oriented conferences have an agile software development track included in the conference program. The XP conference series established in 2000 was the first conference dedicated to agile processes in software engineering. The idea of the conference is to offer a unique setting for advancing the state of the art in research and practice of agile processes. This year's conference was the tenth consecutive edition of this international event. Due to the diverse nature of different activities during the conference, XP is claimed to be more of an experience rather than a regular conference. It offers several different ways to interact and strives to create a truly collaborative environment where new ideas and exciting findings can be presented and shared. This is clearly visible from this year's program as well.

The XP conference series established in 2000 was the first conference dedicated to agile processes in software engineering. The idea of the conference is to offer a unique setting for advancing the state of the art in the research and practice of agile processes. This year's conference was the ninth consecutive edition of this international event. The conference has grown to be the largest conference on

agile software development outside North America. The XP conference enjoys being one of those conferences that truly brings practitioners and academics together. About 70% of XP participants come from industry and the number of academics has grown steadily over the years. XP is more of an experience rather than a regular conference. It offers several different ways to interact and strives to create a truly collaborative environment where new ideas and exciting findings can be presented and shared. For example, this year's open space session, which was "a conference within a conference", was larger than ever before. Agile software development is a unique phenomenon from several perspectives. The theme of the 4th International Workshop on Learning Software Organizations (LSO 2002) was "Balancing Agile Processes and Long-Term Learning in Software - ganizations." The LSO Workshop series focuses on technical, organizational, and social solutions to problems of learning from past experiences and codifying the resulting best practices so they can be systematically used in subsequent software development efforts. Through paper presentations, panels, and discussions, the workshop explored the issues of managing knowledge in dynamic domains requiring significant differences between organizations and between projects. Challenges discussed ranged from realistic assumptions on the added documentation burden LSO techniques may require to how

effectively repositories have been used in the past to the team and social issues involved in applying solutions created by others. Experience-based approaches were discussed extensively and some reports of initial successes were given along with some instances where the experience base was underutilized. Enabling organizational learning involves more than repositories, search engines, and training. At its core, it involves creating new work practices that value current practices while searching for improvements. The issues involved are both technical and behavioral, a seffective technology may entice utilization, but experience has shown that other factors weigh in just as heavily. There are currently no profound or ?nal answers on these questions, nor are they expected for some time to come, if at all. Hence the need for continued research into these dif?cult issues. This workshop, and others to follow hope to begin to shed light on the issues so an effective and fruitful dialog can begin that can lead to signi?cant contributions to the software engineering and knowledge management ?elds, amongst others. This book contains the refereed proceedings of the 12th International Conference on Agile Software Development, XP 2011, held in Madrid, Spain, in May 2011. The year 2011 marked the 10th anniversary of the Agile Manifesto. In this spirit, the XP conference continued its fine tradition of promoting agility by

disseminating new research results in a timely manner and by bringing together researchers and practitioners for a fruitful mutual exchange of experiences. As introduced for XP 2010, there were again two different program committees, one for research papers and one for experience reports. Regarding the research papers, 11 out of 56 submissions were accepted as full papers; and as far as the experience reports were concerned, the respective number was 4 out of 17 submissions. In addition to these papers, this volume also includes the short research papers, the abstracts of the posters, the position papers of the PhD symposium, and the abstracts of the workshops.

This open access book constitutes the proceedings of the 20th International Conference on Agile Software Development, XP 2019, held in Montreal, QC, Canada, in May 2019. XP is the premier agile software development conference combining research and practice. It is a hybrid forum where agile researchers, academics, practitioners, thought leaders, coaches, and trainers get together to present and discuss their most recent innovations, research results, experiences, concerns, challenges, and trends. Following this history, for both researchers and seasoned practitioners XP 2019 provided an informal environment to network, share, and discover trends in Agile for the next 20 years The 15 full papers presented in this volume were carefully reviewed and selected from 45

submissions. They were organized in topical sections named: agile adoption, agile practices; large-scale agile; agility beyond IT, and the future of agile. Carefully researched over ten years and eagerly anticipated by the agile community, *Crystal Clear: A Human-Powered Methodology for Small Teams* is a lucid and practical introduction to running a successful agile project in your organization. Each chapter illuminates a different important aspect of orchestrating agile projects. Highlights include Attention to the essential human and communication aspects of successful projects Case studies, examples, principles, strategies, techniques, and guiding properties Samples of work products from real-world projects instead of blank templates and toy problems Top strategies used by software teams that excel in delivering quality code in a timely fashion Detailed introduction to emerging best-practice techniques, such as Blitz Planning, Project 360<sup>o</sup>, and the essential Reflection Workshop Question-and-answer with the author about how he arrived at these recommendations, including where they fit with CMMI, ISO, RUP, XP, and other methodologies A detailed case study, including an ISO auditor's analysis of the project Perhaps the most important contribution this book offers is the Seven Properties of Successful Projects. The author has studied successful agile projects and identified common traits they share. These properties lead your project to

success; conversely, their absence endangers your project.

The first book to cover Agile Modeling, a new modeling technique created specifically for XP projects eXtreme Programming (XP) has created a buzz in the software development community-much like Design Patterns did several years ago. Although XP presents a methodology for faster software development, many developers find that XP does not allow for modeling time, which is critical to ensure that a project meets its proposed requirements. They have also found that standard modeling techniques that use the Unified Modeling Language (UML) often do not work with this methodology. In this innovative book, Software Development columnist Scott Ambler presents Agile Modeling (AM)-a technique that he created for modeling XP projects using pieces of the UML and Rational's Unified Process (RUP). Ambler clearly explains AM, and shows readers how to incorporate AM, UML, and RUP into their development projects with the help of numerous case studies integrated throughout the book. AM was created by the author for modeling XP projects-an element lacking in the original XP design. The XP community and its creator have embraced AM, which should give this book strong market acceptance. Companion Web site at [www.agilemodeling.com](http://www.agilemodeling.com) features updates, links to XP and AM resources, and ongoing case studies about agile modeling.

Extreme Programming and Agile Processes in Software Engineering5th  
International Conference, XP 2004, Garmisch-Partenkirchen, Germany, June  
6-10, 2004, ProceedingsSpringer

Stephens and Rosenberg examine XP in the context of existing methodologies  
and processes such as RUP, ICONIX, Spiral, RAD, DSDM, etc – and show how  
XP goals can be achieved using these existing processes.

A Practical Approach To Building Small To Medium Software Systems For Real  
Business Clients Based on more than 100 actual commercial projects, this book  
clearly explains how to run an agile software development project that delivers  
high-quality, high-value solutions to business clients. It concentrates on the  
practical, social, business, and management aspects as well as the technical  
issues involved. Professor Holcombe successfully connects readers with the  
wave of "Agile 2.0" concepts that take the techniques of agile development and  
place them in the service of business goals. Since it is widely believed that the  
use of Windows XP will become much more common in coming years, readers  
should be armed with cutting-edge knowledge of the latest practices in the field.  
Further features of the book include: Case studies provide real-world examples  
and describe how XP was introduced into the environment Analysis is provided to  
help readers determine which elements of XP are suitable for the unique

challenges and environments for different projects Problems of a failing agile project and how they can be fixed are covered, including insight into which managerial techniques can be employed An Instructor's Guide provides practical advice on how to motivate students, organize real group projects, and deal, in a simple and effective way, with many of the problems that arise A sample syllabus, sample tests, and additional case study information are available on an instructor's password-protected ftp site Running an Agile Software Development Project is an indispensable guide for professional software developers, engineers, and project managers interested in learning how to use agile processes. It is also a valuable textbook for advanced undergraduate- and graduate-level students in computer engineering and software engineering courses.

Provides information on eXtreme programming, or XP, a software development methodology.

This open access book constitutes the research workshops, doctoral symposium and panel summaries presented at the 20th International Conference on Agile Software Development, XP 2019, held in Montreal, QC, Canada, in May 2019. XP is the premier agile software development conference combining research and practice. It is a hybrid forum where agile researchers, academics,

practitioners, thought leaders, coaches, and trainers get together to present and discuss their most recent innovations, research results, experiences, concerns, challenges, and trends. Following this history, for both researchers and seasoned practitioners XP 2019 provided an informal environment to network, share, and discover trends in Agile for the next 20 years. Research papers and talks submissions were invited for the three XP 2019 research workshops, namely, agile transformation, autonomous teams, and large scale agile. This book includes 15 related papers. In addition, a summary for each of the four panels at XP 2019 is included. The panels were on security and privacy; the impact of the agile manifesto on culture, education, and software practices; business agility – agile’s next frontier; and Agile – the next 20 years.

For those considering Extreme Programming, this book provides no-nonsense advice on agile planning, development, delivery, and management taken from the authors' many years of experience. While plenty of books address the what and why of agile development, very few offer the information users can apply directly. Interest in agile development continues to grow: the number of practitioners adopting such methodologies is increasing as well as the number of researchers investigating the effectiveness of the different practices and proposing improvements. The XP c- ference series has actively participated in these

processes and supported the evolution of Agile, promoting the conference as a place where practitioners and researchers meet to exchange ideas, experiences, and build connections. XP 2010 continued in the tradition of this conference series and provided an interesting and varied program. As usual, we had a number of different kinds of activities in the conference program including: research papers, experience reports, tutorials, workshops, panels, lightning talks, and posters. These proceedings contain full - search papers, short research papers, and experience reports. Moreover, we have also included in these proceedings the abstracts of the posters, the position papers of the PhD symposium, and the abstract of the panel. This year we had two different program committees for evaluating research papers and experience reports. Each committee included experts in the specific area. This approach allowed us to better evaluate the quality of the papers and provide better suggestions to the authors to improve the quality of their contributions.

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