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Extreme Programming and Agile Methods – XP/Agile Universe 2002

Second XP Universe and First Agile Universe Conference
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Proceedings



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Preface

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).

There is wonderful variety here. You will be interested in some new additions to the agile toolkit. Usage-Centered Design (UCD) defines a new role for agile teams. Advice on how to evolve even the methodology itself is given. The most controversial ideas are those about XP and distributed teams. This will make very interesting reading indeed!

We have included some great references for agile teams. Two sections, one introducing agile methods and one containing experience reports form a solid foundation of information for teams wishing to be agile or extreme. These reports take the form of lessons learned, tips for smooth transitions, and even a metric that can be used to decide where you are. These sections will be a good resource for new ideas.

We follow this general line with a special section devoted to testing. Four different topics are presented that relate to testing. Acceptance tests and HTML code are explored. Ideas for testing legacy code and third party packages are presented, as well as a method for systematically generating JUnit tests. This section should be of interest to everyone agile or not.

There were several studies conducted and reported. These papers are collected into a section on empirical studies. Several issues related to XP and agile methods were explored as surveys and experiments. The true compatibility of the Capability Maturity Model Integration (CMMI) and agile methods is investigated. A survey involving XP developers was conducted to determine how highly developers valued the XP practices. And an experiment was conducted

to find out more about teams doing test first coding. All provide more than just anecdotal evidence to support their findings.

There is a special section on pair programming. Distributed pair programming is explored. The support pair programming can provide to achieving the objectives of the People Capability Maturity Model (P-CMM) is discussed, and suggestions are made for handling conflicts when using the pair programming practice. All three of these are new topics in pair programming.

There is a selection of papers that pertain to educators. The XP Universe conferences are proud to boast significant support of educators by hosting an educator's symposium during the conference. A selection of papers on teaching and learning agile methods is presented.

The last three sections in our proceedings help document the tutorials, workshops, and panels that were presented. These brief summaries are included for completeness and convenience of the attendees. These sections serve as a memento to remember the activities of XP Universe and Agile Universe.

Laurie and Don wish to thank everyone who made this conference possible and everyone who attended this conference. We wish to thank not only the people who have made this memento we call the proceedings possible, but also anyone who picks this book up, reads it, and thinks about not what must be, but rather what could be.

August 2002

Don Wells and Laurie Williams

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XP Agile Universe 2002 was organized by ObjectMentor, Inc.

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