

Extreme Programming

Overview

- Customer lists the features that the software must provide.
- Programmers break the features into stand-alone tasks and estimate the work needed to complete each task.
- Customer chooses the most important tasks that can be completed by the next release.
- Programmers choose tasks, and work in pairs.
- Programmers write unit tests.
- Programmers add features to pass unit tests.
- Programmers fix features/tests as necessary, until all tests pass.
- Programmers integrate code.
- Programmers produce a released version.
- Customer runs acceptance tests.
- Version goes into production.
- Programmers update their estimates based on the amount of work they've done in release cycle.

Rules and Practices

<i>Planning</i>	<i>Coding</i>
<ul style="list-style-type: none">• User stories are written.• Release planning creates the schedule.• Make frequent small releases.• The Project Velocity is measured.• The project is divided into iterations.• Iteration planning starts each iteration.• Move people around.• A stand-up meeting starts each day.• Fix XP when it breaks.	<ul style="list-style-type: none">• The customer is always available.• Code must be written to agreed standards.• Code the unit test first.• All production code is pair programmed.• Only one pair integrates code at a time.• Integrate often.• Use collective code ownership.• Leave optimization till last.• No overtime.
<i>Designing</i>	<i>Testing</i>
<ul style="list-style-type: none">• Simplicity.• Choose a system metaphor.• Use CRC cards for design sessions.• Create spike solutions to reduce risk.• No functionality is added early.• Refactor whenever and wherever possible.	<ul style="list-style-type: none">• All code must have unit tests.• All code must pass all unit tests before it can be released.• When a bug is found tests are created.• Acceptance tests are run often and the score is published.

Source of above material: <http://extremeprogramming.org/>

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