Assignment 08 Session 8 Agile

Q1. What is Extreme Programming (XP) Name the primary practices of XP?

Ans. Extreme Programming (XP) is one of the many popular Agile process. It concentrates on software on software development rather than software project

Management.

**Primary Practices of XP**

1. The Planning Game.
2. Small Releases.
3. Metaphor.
4. Simple Design.
5. Testing.
6. Refactoring.
7. Pair Programming.
8. Collective Ownership.

Q2. What are the roles in an XP Teams?

Ans. **Roles in an XP Teams**

1. Manager
2. Coach
3. Tracker
4. Programmer
5. Tester
6. Customer

Q3. Describe advantages and disadvantages of Extreme Programming (XP)?

Ans. **Advantages**

1. Robustness
2. Resilience
3. Cost savings
4. Lesser Risks
5. Employee Satisfaction

**Disadvantages**

1. Difficult to apply in a practical scenario.
2. Code centric and not design centric.
3. Does not measure of plan the quality aspect of development.
4. Large and complex software projects are hard to design using XP practices.
5. Too much refactoring is a waste of time.
6. Difficult for testers to find errors as XP programs are not well - structured