



The Rules of Extreme Programming

Planning

- ☞ User stories are written.
- ☞ Release planning creates the release schedule.
- ☞ Make frequent small releases.
- ☞ The project is divided into iterations.
- ☞ Iteration planning starts each iteration.

Managing

- ☞ Give the team a dedicated open work space.
- ☞ Set a sustainable pace.
- ☞ A stand up meeting starts each day.
- ☞ The Project Velocity is measured.
- ☞ Move people around.
- ☞ Fix XP when it breaks.

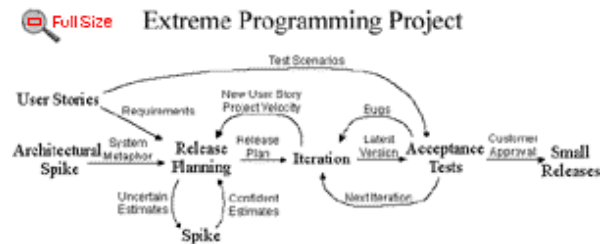
Designing

- ☞ 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.

Let's review the values of Extreme Programming (XP) next. 🎲

ExtremeProgramming.org home | [XP Map](#) | [XP Values](#) | [Test framework](#) | [About the Author](#)

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Coding

- ☞ 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.
- ☞ Set up a dedicated integration computer.
- ☞ Use collective ownership.

Testing

- ☞ 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.