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# Object Oriented Analysis & Design Module-1 (RL 1.3.2)

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# **eXtreme Programming (XP)**



# eXtreme Programming (XP)



- The most widely used agile process, originally proposed by Kent Beck
- XP Planning
  - Begins with the creation of user stories
  - Agile team assesses each story and assigns a cost
  - Stories are grouped to for a deliverable increment
  - A commitment is made on delivery date
  - After the first increment project velocity (measure of how much work is getting done on your project) is used to help define subsequent delivery dates for other increments



# eXtreme Programming (XP)

- XP Design
  - Follows the KIS principle
  - Encourage the use of CRC cards
  - For difficult design problems, suggests the creation of spike solutions — a design prototype
  - Encourages refactoring — an iterative refinement of the internal program design
- XP Coding
  - Recommends the construction of a unit test for a story *before* coding commences
  - Encourages pair programming
- XP Testing
  - All unit tests are executed daily
  - Acceptance tests are defined by the customer and executed to assess customer visible functionality

# eXtreme Programming (XP)

