Brady Field

A Pair Programming Experience

**Important points**

“Extreme programming (XP) [4] is one member covered by the umbrella of agile methods. Pair programming [5] is a major practice [6] of XP. The official definition of pair programming is two programmers working together, side by side, at one computer collaborating on the same analysis, design, implementation, and test. In other words, consider it like two programmers using one pencil.” [22]

“One programmer of the pair functioned as the driver operating the keyboard and mouse, while the second programmer functioned more as a navigator or co-pilot.” [23]

“The roles of the two programmers were not permanent; frequent role changes occurred daily. The navigator was not a passive role at any time.” [23]

“Pair programming, when the two programmers were not of the same experience level, provided a craftsman/apprentice relationship that elevated the junior programmer’s skill quickly. Conversely, the craftsman’s skill is extended by the apprentice’s questions and thinking outside of the box.” [23]

“This experiment demonstrated strongly that programmers can work together effectively and efficiently to produce a quality product of which both programmers can be proud.” [24]

**Disagreements**

“Our educational system does not condone or encourage teamwork.” [22]

This is not true. While students are expected to turn in their own homework, there has never been a general mentality that studying is an exclusively individual activity. We do not condone plagiarism, but we do encourage student teaching. When a teacher assigns a group project or activity, this is to encourage teamwork. Our educational system does support group learning. Therefore, blaming the educational system for a lack of pair programming in the professional world is a faulty claim.

**Questions**

I have no questions about the article.