Contents

Phases on an Extreme Programming Project

- Planning
- Design
- Coding
- Testing

Good Practice	Pushed to the Extreme
Code Reviews	Pair Programming
Testing	TDD and constant regression
Software Design	Relentless Refactoring
Simplicity	The simplest thing that could possibly work
Integrated Testing	Continuous Integration
Soft Iterations	The Planning Game

Release Planning

- A project can be quantified by four variables:

    - Scope: How much is to be done?
    - Resources: How many people are available?
    - Time: When will the release happen?
    - Quality: How well-tested is the release?

- Choose any 3
- Management chooses 2
- Dev team chooses 1
- Create user stories
- Estimate ideal programming weeks for each story

      – No dependencies
      – No extra work
      – Include tests

- Customer decides which story has highest priority
- Project velocity is used to calculate number of iterations left

Scrum

- Tries to go the distance as a unit, passing the ball ack and forth

Sprint Backlog

- A sprint is the basic unit for development. Time boxed in advanced
- A sprint is planning meeting creates the sprint backlog and definition of done
- A sprint review meeting updates the sprint backlog