

The background is a gradient of dark blue and purple, overlaid with faint, white geometric patterns. These patterns include several concentric circles of varying sizes, some with dashed lines, and arcs with degree markings (e.g., 40, 150, 160, 170, 180, 190, 200, 210, 220, 230, 240, 250, 260). Small arrows are also visible, pointing in different directions.

INTRODUCTION TO EXTREME PROGRAMMING (XP)

BRYAN NEHL

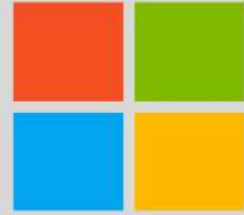
@K0EMT



Thanks to our sponsors!




Platinum



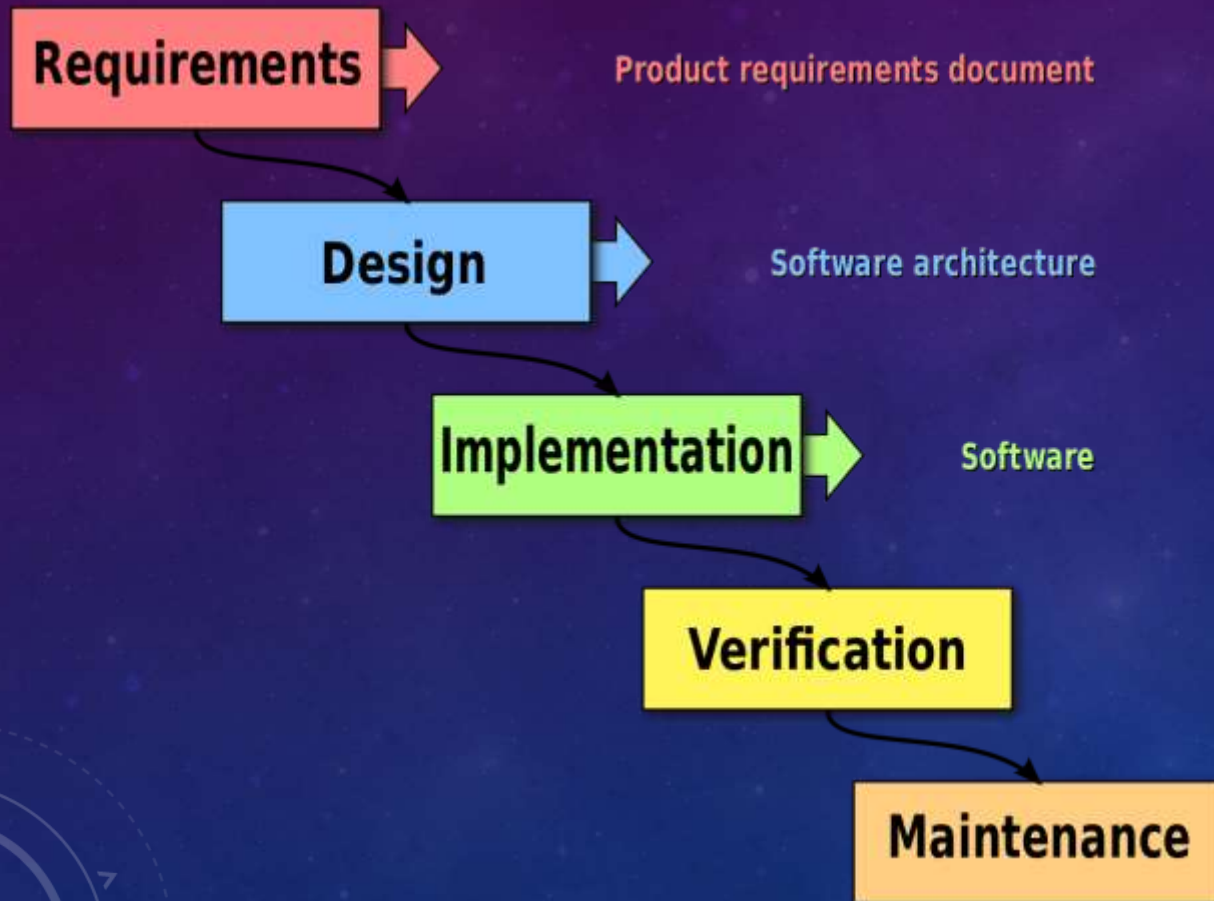
Microsoft

Silver



Friday attendee party brought to you by  **VACO**
Free Yourself

THE DARK TIMES



EXTREME PROGRAMMING (XP)



- The first Extreme Programming project was started **March 6, 1996**.
- **Kent Beck – Project Leader**
- Ron Jeffries
- Don Wells
- Martin Fowler
- Chet Hendrickson

THE AGILE MANIFESTO

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

Individuals and interactions *over* processes and tools
Working software *over* comprehensive documentation
Customer collaboration *over* contract negotiation
Responding to change *over* following a plan

That is, while there is value in the items on the right, we value the items on the left more.

from <http://agilemanifesto.org/>

Kent Beck
Mike Beedle
Arie van Bennekum
Alistair Cockburn
Ward Cunningham
Martin Fowler
James Grenning
Jim Highsmith
Andrew Hunt
Ron Jeffries
Jon Kern
Brian Marick
Robert C. Martin
Steve Mellor
Ken Schwaber
Jeff Sutherland
Dave Thomas

© 2001, the above authors; this declaration may be freely copied in any form, but only in its entirety through this notice

Agile and XP

The background is a dark blue gradient with faint, light blue circular gauges and arrows. One large gauge is in the top right corner, and another is in the bottom right corner. There are also smaller circular elements in the top left and bottom left corners. The overall aesthetic is technical and modern.

EXTREME PROGRAMMING 1E VS 2E

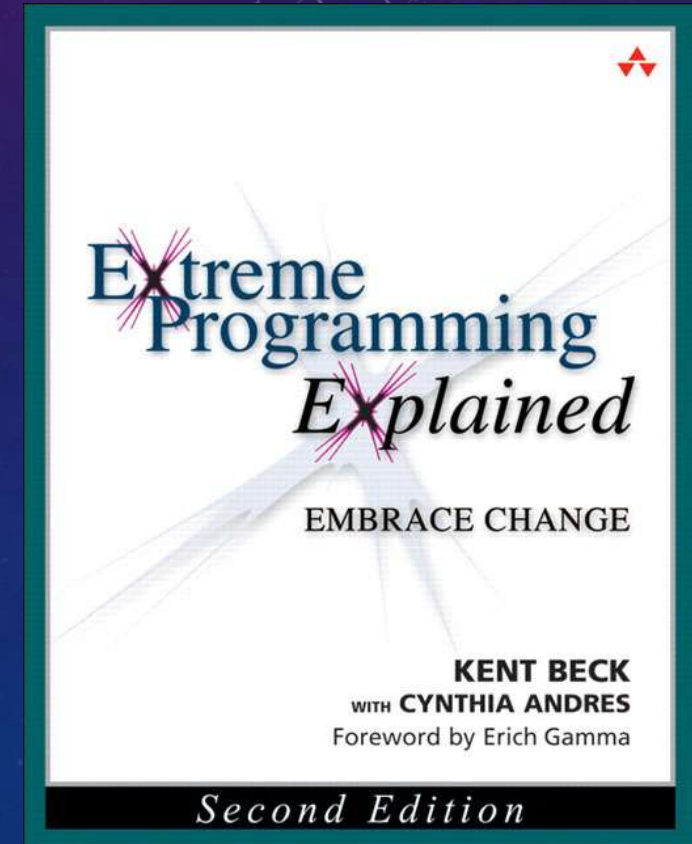
1e

- October 1999
- 12 practices
- Coding Standard
- Metaphor



2e

- November 2004
- the 5 values
- Principles
- Corollary practices



VALUES: COMMUNICATION

- Maximize communication within team
- With customers
- Documents – easily readable & up to date
- Common Vocabulary

VALUES: **SIMPLICITY**

- Simple but not simplistic
- YAGNI

VALUES: **FEEDBACK**

- People
- Systems
- Team

VALUES: RESPECT

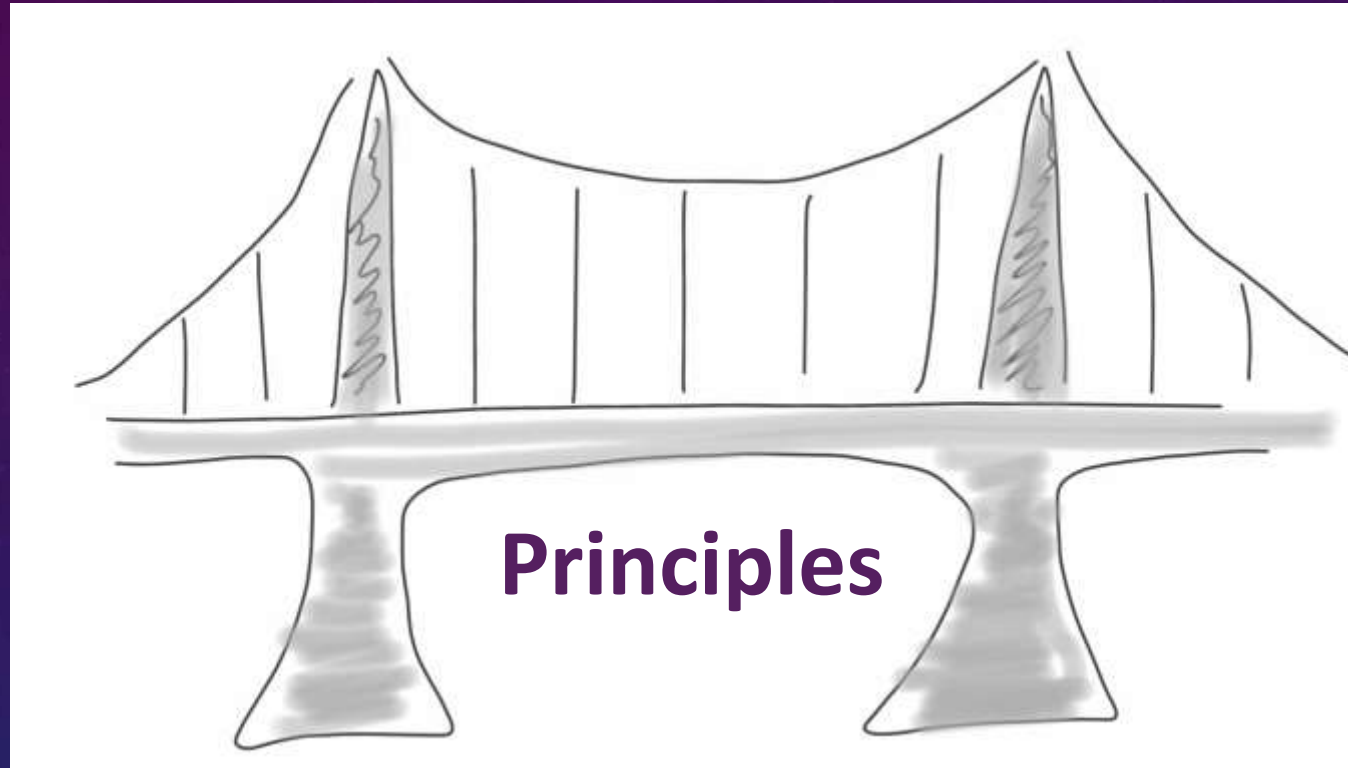
- Self
- Others
- Others work

VALUES: **COURAGE**

- In combination with other values is powerful

14 PRINCIPLES

Values



Practices

- Humanity
- Economics
- Mutual Benefit
- Self-similarity
- Improvement
- Diversity
- Reflection
- Flow
- Opportunity
- Redundancy
- Failure
- Quality
- Baby Steps
- Accepted Responsibility

TEAM AND HUMAN FACTORS PRACTICES

- Sit Together
- Whole Team
- Informative Workspace
- Energized Work – sustainable pace
- Pair Programming



THE TEAM ROOM



<http://xp123.com/xplor/room-gallery/>



PAIRING STATIONS



PAIRING STATIONS

1B

1A

2A

2C



PAIRING STATIONS

1B

1A

2A

2C



REQUIREMENTS ANALYSIS AND PLANNING PRACTICES

- **Stories**
 - Cards
 - Role
 - Feature
 - Acceptance criteria
 - Sizing
 - Conversation

DOCUMENTATION

"We're doing XP"

is ***not*** a reason to skip
documentation.

REQUIREMENTS ANALYSIS AND PLANNING PRACTICES

- Weekly Cycle
 - Yesterday's weather
- Quarterly Cycle
 - Theme
 - Process improvement
 - Big picture
- Slack (the concept)
- Flow based management

DESIGN PRACTICES

- Incremental Design
 - As you code
 - EDUF

DESIGN PRACTICES

- **Test-First Programming**
 - What is it?
 - Simple test
 - Simple code (DTSTTCPW)
 - Refactor
 - repeat
 - Arrange-Act-Assert
 - TETTCPB



RED – **GREEN** – **REFACTOR**

DESIGN PRACTICES

Test-First Programming addresses:

- Scope creep / cowboy coding
- Coupling and cohesion -- testability
- Trust (the code & tests)
- Rhythm – focus
 - Red-Green-Refactor

CODING AND RELEASE PRACTICES

- Continuous Integration
 - Git
- Ten Minute Build
- Continuous Deployment
 - Automation Servers



ADOPTING XP: WHY?

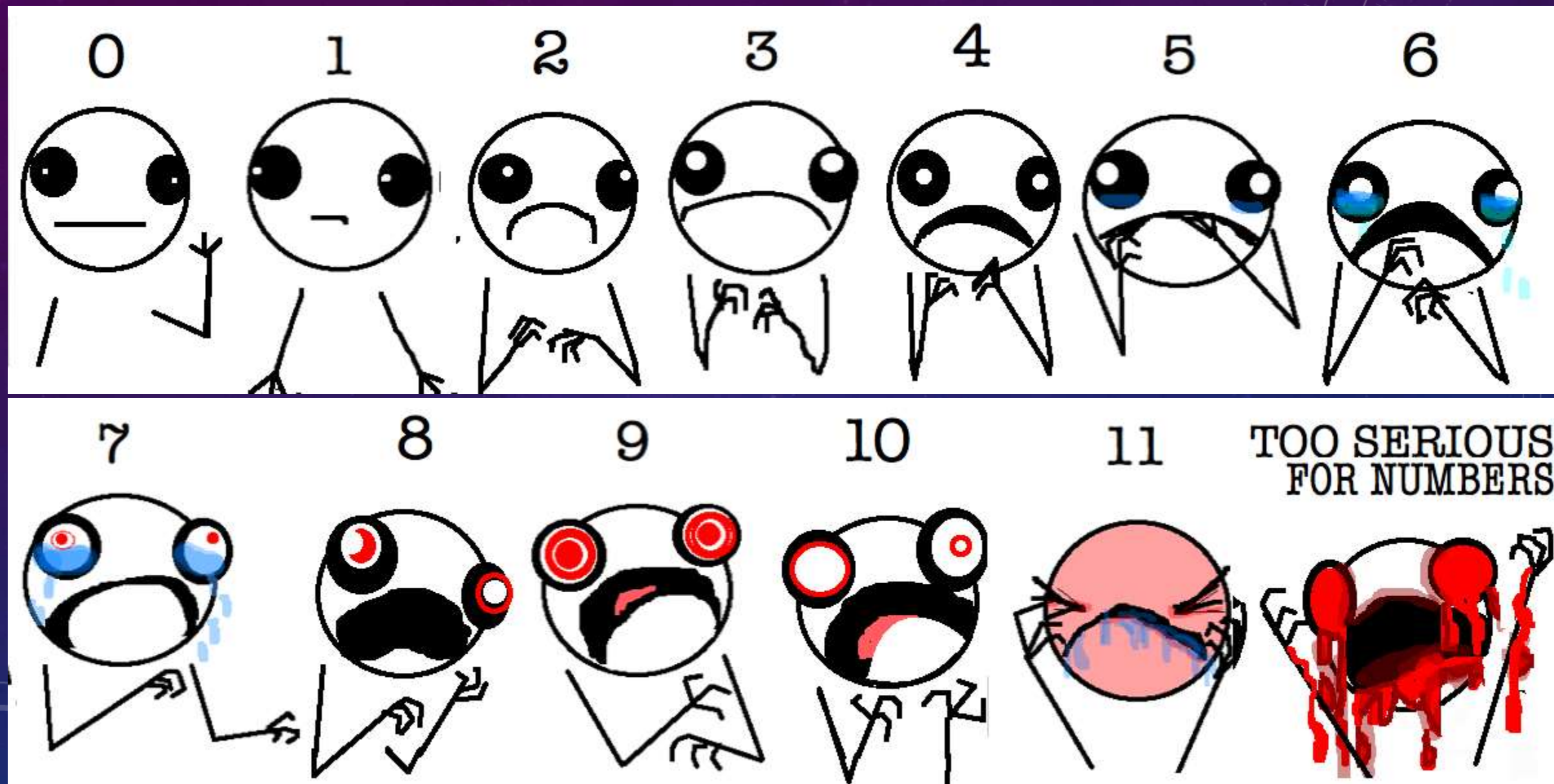
- Have Production/Process critical applications?
- Knowledge silos?
- Want reduced defect rates?
- Want deployed/released software?
- Changing Requirements?
- Customer Satisfaction?
- Developer Satisfaction?



ADOPTING XP: HOW?

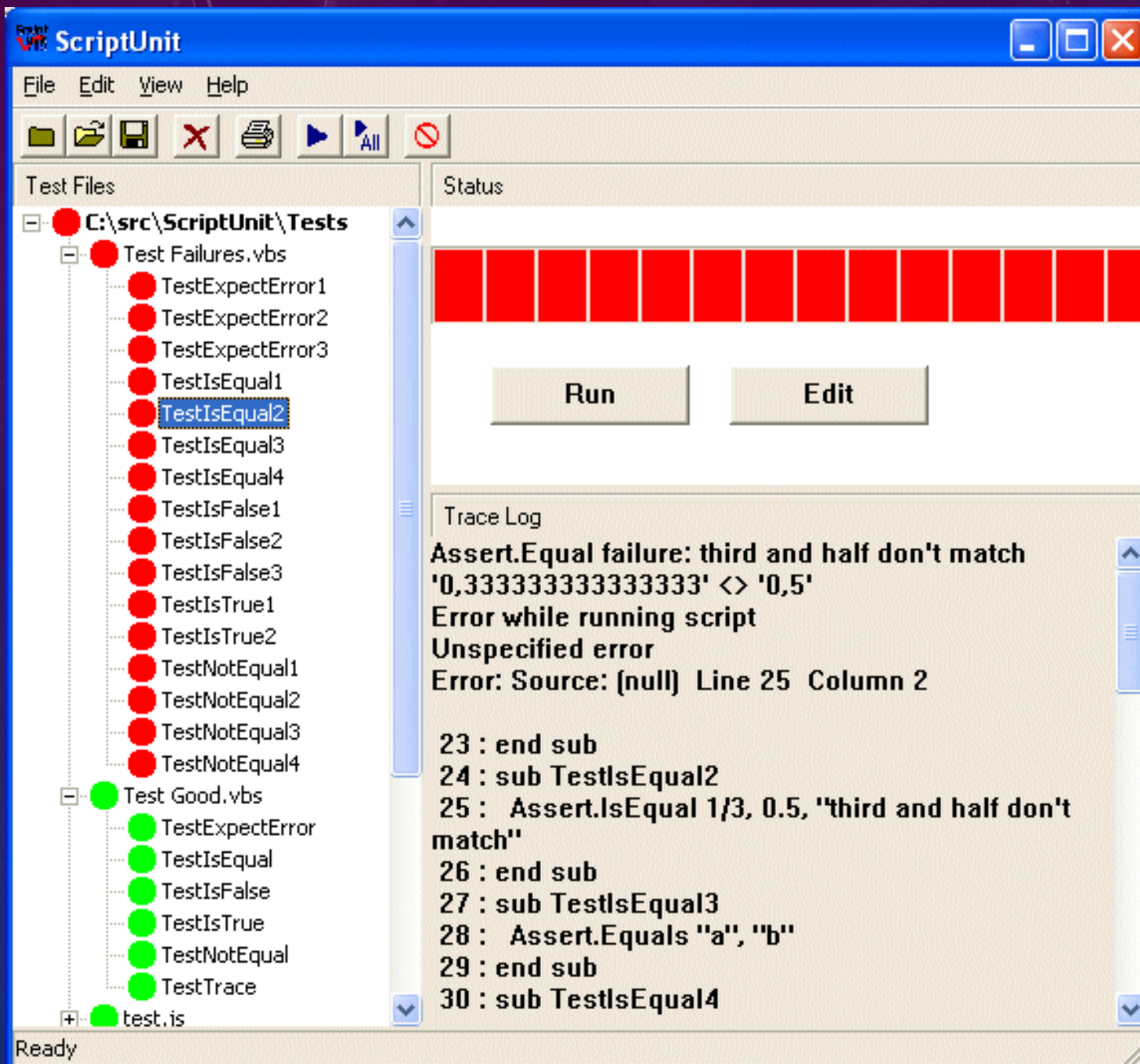


ADOPTING XP: HOW?









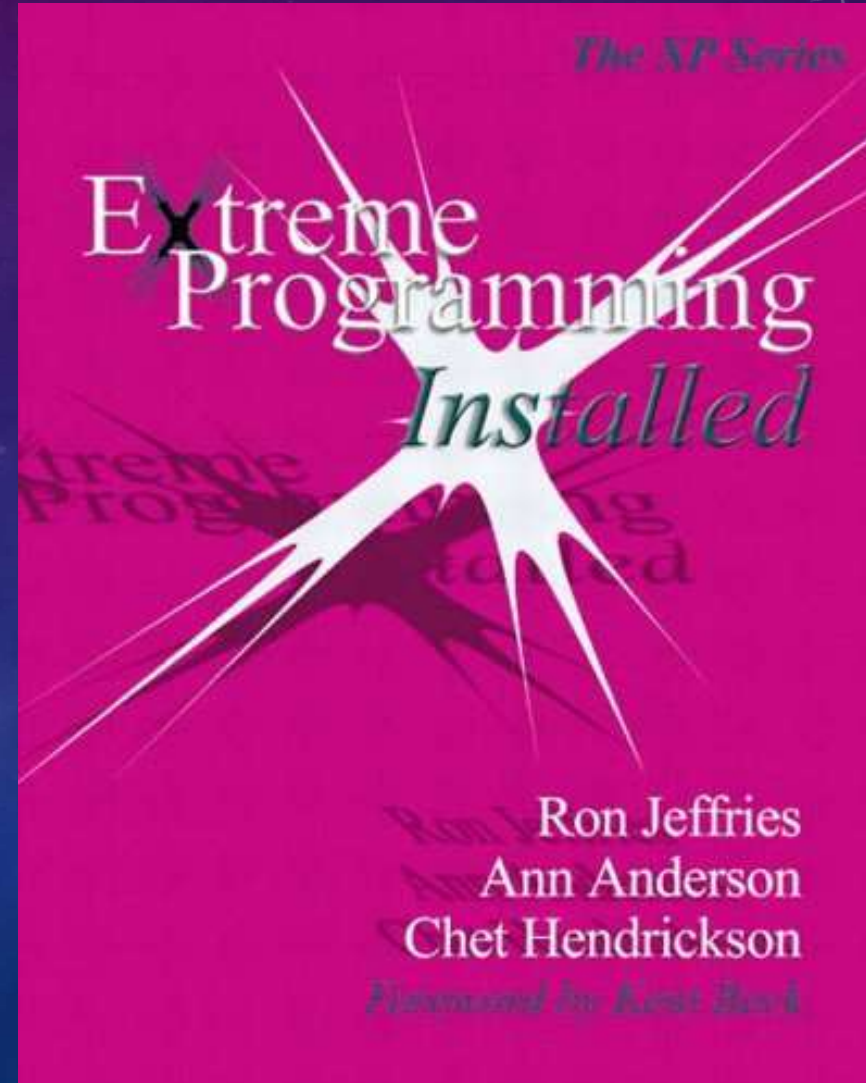
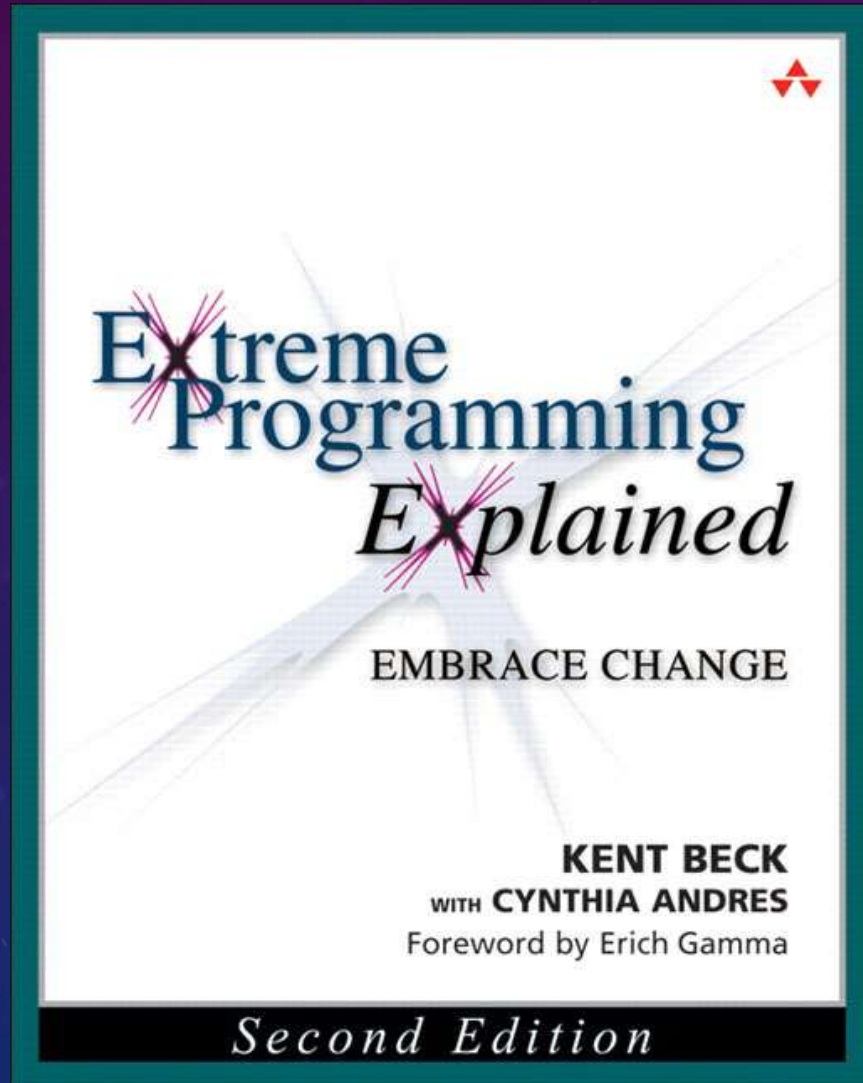








WHERE DO I GO FROM HERE?



WEB RESOURCES

1. <http://www.extremeprogramming.org/>
2. <http://www.extremeprogramming.org/more.html>
3. <http://c2.com/cgi/wiki?ExtremeProgramming>
4. <http://ronjeffries.com/xprog/what-is-extreme-programming/>
5. <http://xp123.com/xplor/>
6. <http://www.xp123.com/xplor/xp0202/xp-one-page.PDF>



finished



Bryan Nehl – **@k0emt** – dbBear.com

<https://github.com/k0emt/Presentations>