**XP Summary**

* Lightweight software development methodology originated by Kent Beck
* Takes 12 well-known software development “best practices” to their logical extremes
  + 1. The Planning Game
    - Business come up with system features, presented as User Stories
    - Development provides quotes of effort for each story
    - Business decide order of feature implementation and frequency of system production releases
  + 2. Small Releases
    - Start with the smallest useful feature set. Release early and often adding a few features each time
  + 3. System Metaphor
    - Easy to remember naming convention provided by projects organising metaphor
  + 4. Simple Design
    - Only do what’s needed to meet today’s requirements
  + 5. Continuous Testing
    - Write a test for a feature before adding it
    - Unit Tests: automated tests written by the developers to test functionality
    - Acceptance Tests: specified by customer to test that the overall system is functioning as specified
  + 6. Refactoring
    - Refactor out any duplicate code generated in a coding session
  + 7. Pair Programming
    - All production code is written by two programmers sitting at one machine
  + 8. Collective Code Ownership
    - Any developer is expected to be able to work on any part of the codebase at any time
  + 9. Continuous Integration
    - Al changes are integrated into the codebase at least daily, with tests needing to be 100% successful before and after.
  + 10. 40-Hour Work Week
    - Programmers go home on time
  + 11. On-site Customer
    - Development team has continuous access to a real live customer
  + 12. Coding Standards
    - Everyone codes to the same standards
* XP teams work in a series of fixed iteration cycles