Extreme Programming

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Use GitHub for XP: Values

Communication

GitHub is a collective space. With the section "Projects", the contributors can plan project, sort tasks... For every change in a work, there is commit to explain to other co-workers what has been changed. There are also Issues. It works like a chat between the co-workers.

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Courage

With Github, every old version of a work is saved. The contributors can try major changes (like changing the architecture of the project, delete some code...) without being afraid of loosing everything.

Simplicity

As every file and every program are saved on GitHub, their latest version are available for everyone at any moment, there's no difficulty to send informations or programs. Extreme programming involves a quick evolution of programs, so every contributor should be able to work on the latest versions.

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Feedback

The customer and the programmer are both contributors of the project on GitHub. The customer can get the latest version of the project at any moment, test this version, give feedback and ask for modifications through issues (and assign the person working on this part of the project to the issue).

Extreme programming has 12 practices, grouped into four areas.³

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- Pair programming⁴
- Planning game
- Test-driven development
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- Simple design⁴
- System metaphor

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Programmer welfare

Sustainable pace

Use GitHub for XP : Practices

GitHub has a lot of tools which can help for the different practices of XP.

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- Pair programming: Issues are a good way for two people to communicate on the project

Necessary conditions for success

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- A client fully invested in the project
- Small teams (pairs)
- Infrastructure with open space³
- Easily and quickly accessible feedback
- Acceptance of change by all teams

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