

XP & SCRUM

Agile Comparison

by Mark Windholtz

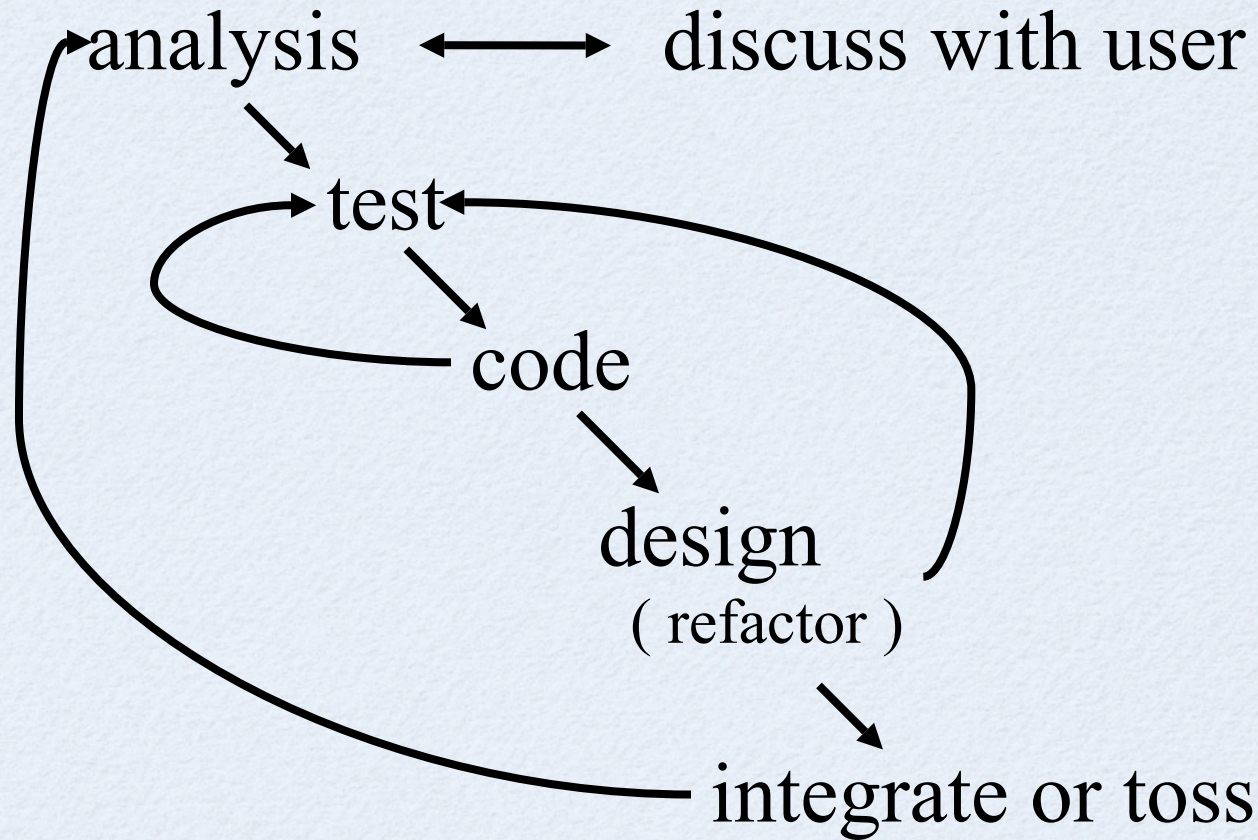
XP PRIMARY PRACTICES

- Sit Together
- Incremental Design
- Test-First Programming
- Continuous Integration
- Ten-Minute Build
- Slack
- Quarterly Cycle
- Weekly Cycle
- Stories
- Pair Programming
- Energized Work
- Informative Workspace
- Whole Team

XP COROLLARY PRACTICES

- Real Customer Involvement
- Pay-Per-Use
- Negotiated Scope Contract
- Daily Deployment
- Single Code Base
- Code and Tests
- Shared Code
- Root-Cause Analysis
- Shrinking Teams
- Team Continuity
- Incremental Deployment

XP - EPISODE CYCLE



BUSINESS TO CODE

Product is a bunch of ...

Release is a bunch of ...

Iteration is a bunch of ...

Acceptance Tested Stories is a bunch of ...

Episode is a bunch of ...

Test is a bunch of ...

Code

SCRUM FRAMEWORK

Roles

- Product owner
- ScrumMaster
- Team

Ceremonies

- Sprint planning
- Sprint review
- Sprint retrospective
- Daily scrum meeting

Artifacts

- Product backlog
- Sprint backlog
- Burndown charts



Mountain Goat Software, LLC



SIMILARITIES

	Scrum	XP
Who Drives?	PO role well defined	XP-User a bit vague
Done Means:	P.O. reviewed	Auto-tested and User reviewed
Cycle:	4 weeks	1 week
Cycle name	Sprint	Iteration
Goal:	Demo	Deployment
Charts:	Burndown Chart	Big Visible Charts
Planning	Spint Planning	Planning Game
Meetings	Daily Scrum	Stand-up Meeting

DIFFERENCES

	Scrum	XP
Engineering Practices	Up to the team	Explained in great detail
Sign-up	Group Commitment	Group and Individual sign-up stages
Future Features	Product Backlog	Marketing's responsibility
Communication	Cross Functional Team	Open Workspace Pair Programming

FIRST STEPS

Scrum	XP
Easier to introduce. Start with a few new ideas	Strict to Introduce. <u>Must</u> use the practices
Gets stricter as you use it. Add more as problems rise	Adapts more as you use it. Once you master the practices. Experiment.

If your doing XP at iteration 10 the same way you did it
in iteration 2 you are no longer doing XP

- Kent Beck

THE
END