

Rediscovering XP - Extreme Programming

Resurgent? Or Retro ?

@Windholtz

github.com/mwindholtz/CodeMash2018

Before eXtreme Programming

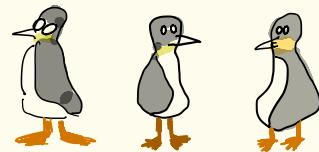
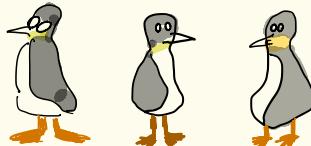
eXtreme Programming

Now what?

Good presentation Practices

- 1) Start with Humor
- 2) Professional looking PowerPoint slides
- 3) Include cute kitten photo at a surprising point

Good presentation Practices



- 1) Start with a Humor**

- 2) Professional looking PowerPoint slides**

- 3) Include cute kitten photo at a surprising point**

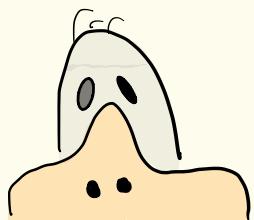


Good presentation Practices

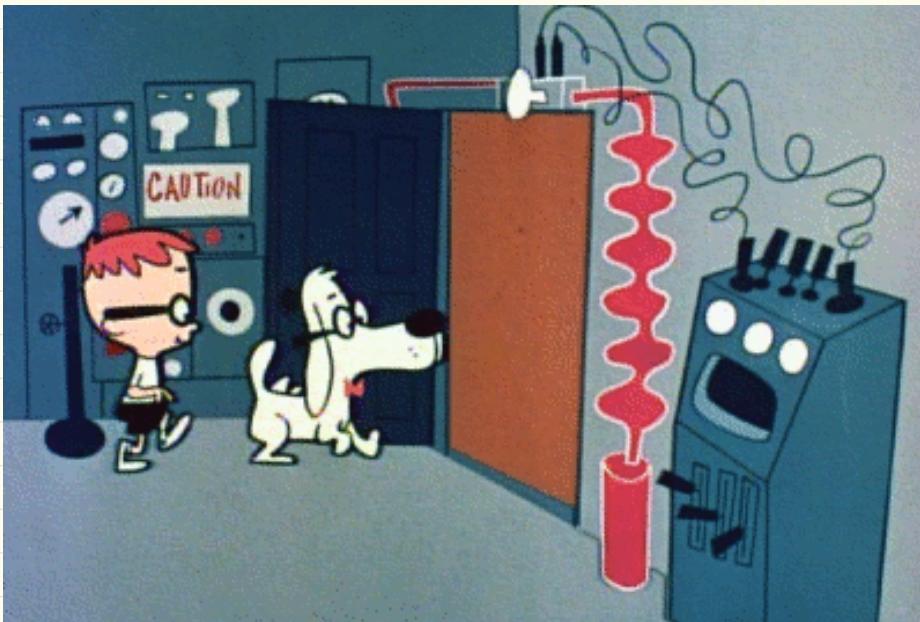
- 1) Start with a Humor ✓
- 2) Professional looking PowerPoint slides
- 3) Include cute kitten photo at a surprising point

Bill the Kitten ?

ACK!
THBBFT!



Sherman, set the Wayback machine to... 1992

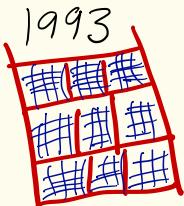


Software Development

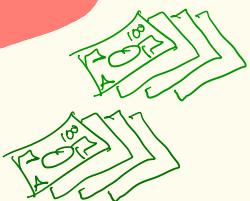
- ★ LARGE PROJECTS
- ★ YEARS LONG PROJECT PLANS
- ★ LOTS OF DEVELOPERS
- ★ UNDEFINED PROCESS

Business Process Reengineering

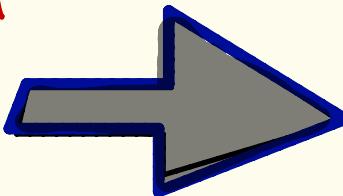
9 Months



\$30 Millions



9 MONTHS
OF ANALYSIS

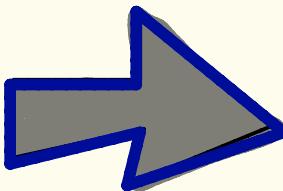
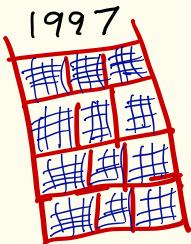


Canceled

Department Of Defense

12 MONTHS

\$12 MILLION



REQ 2 M
ANALYSIS 2 M
DESIGN 3 M
CODE 4 M
TEST 1 M

Complete failure when deployed

12 MORE MONTHS CRUNCH-TIME
3 SHIFTS
\$48 MILLION



INSURANCE

3 YEAR
\$120 MILLION
DEATH MARCH

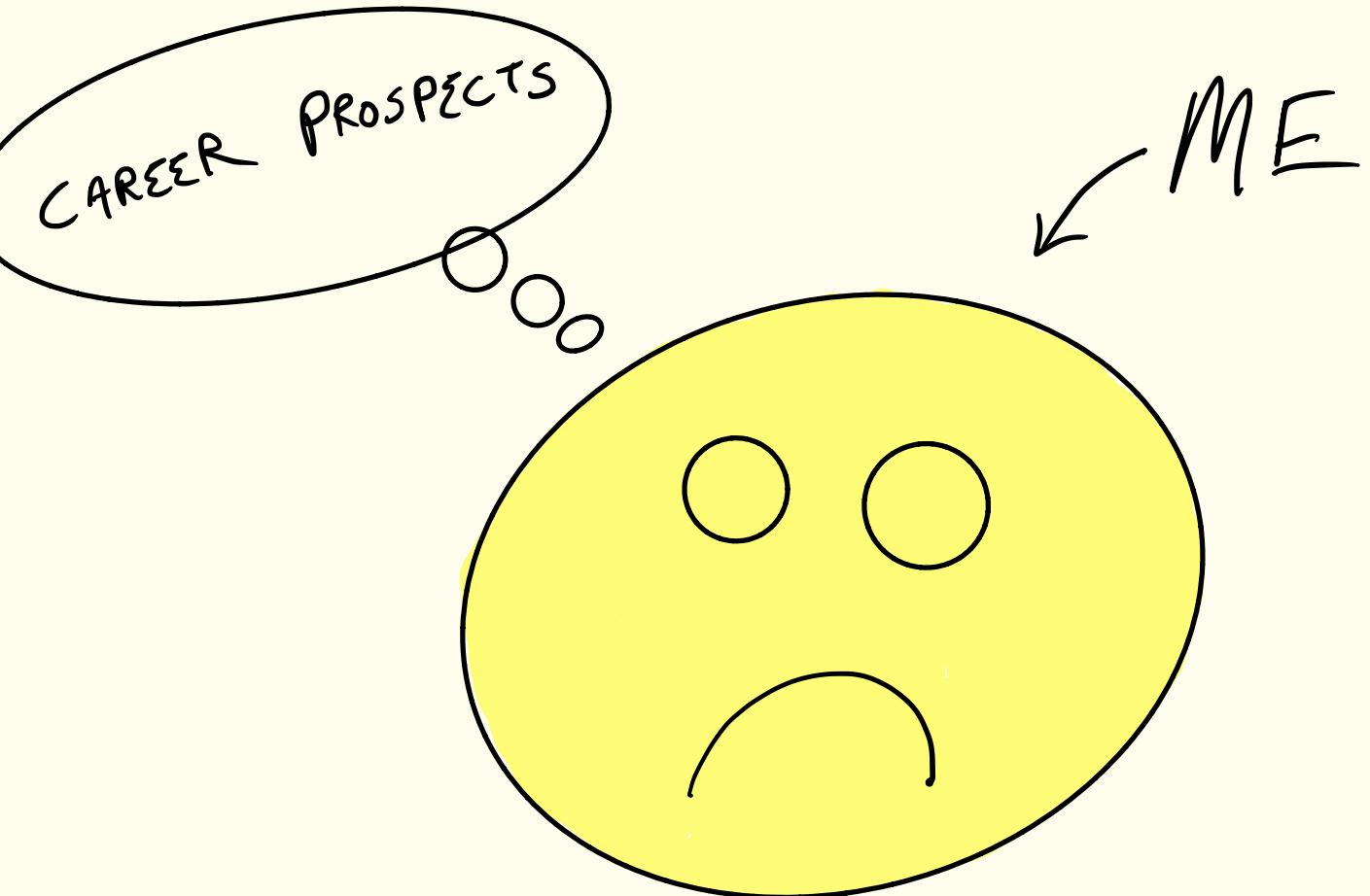
SEARCH ENGINE

CLIENT/SERVER
10 YEARS

CHAOS

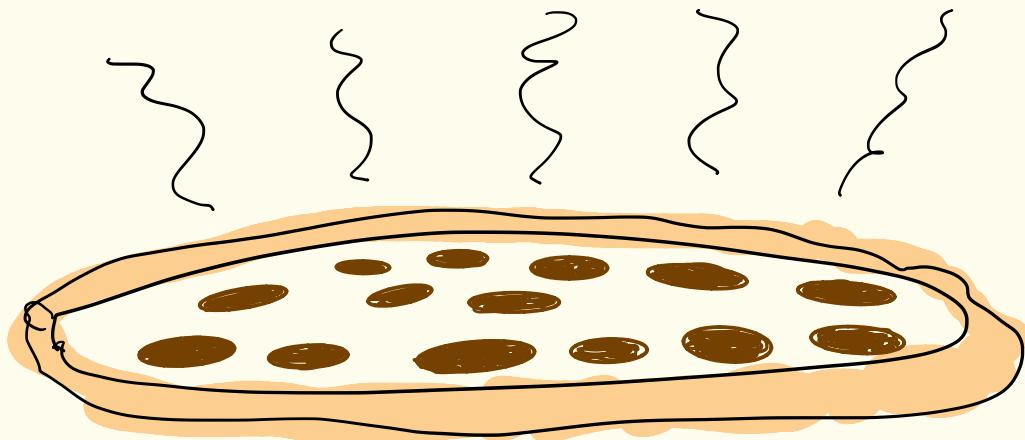
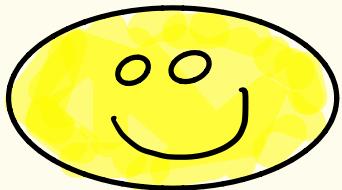
FAILURE

PANIC

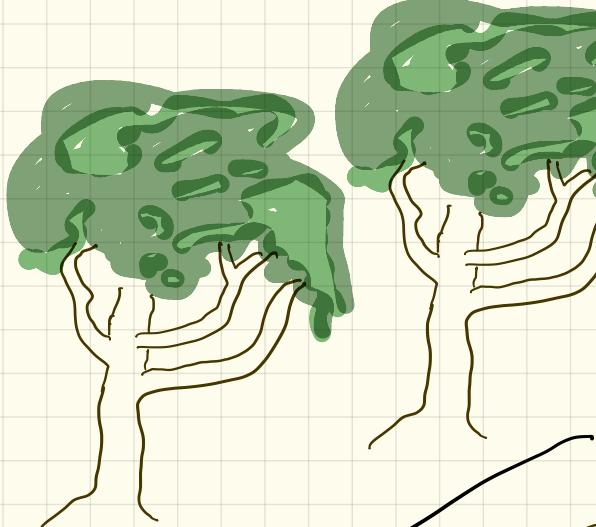
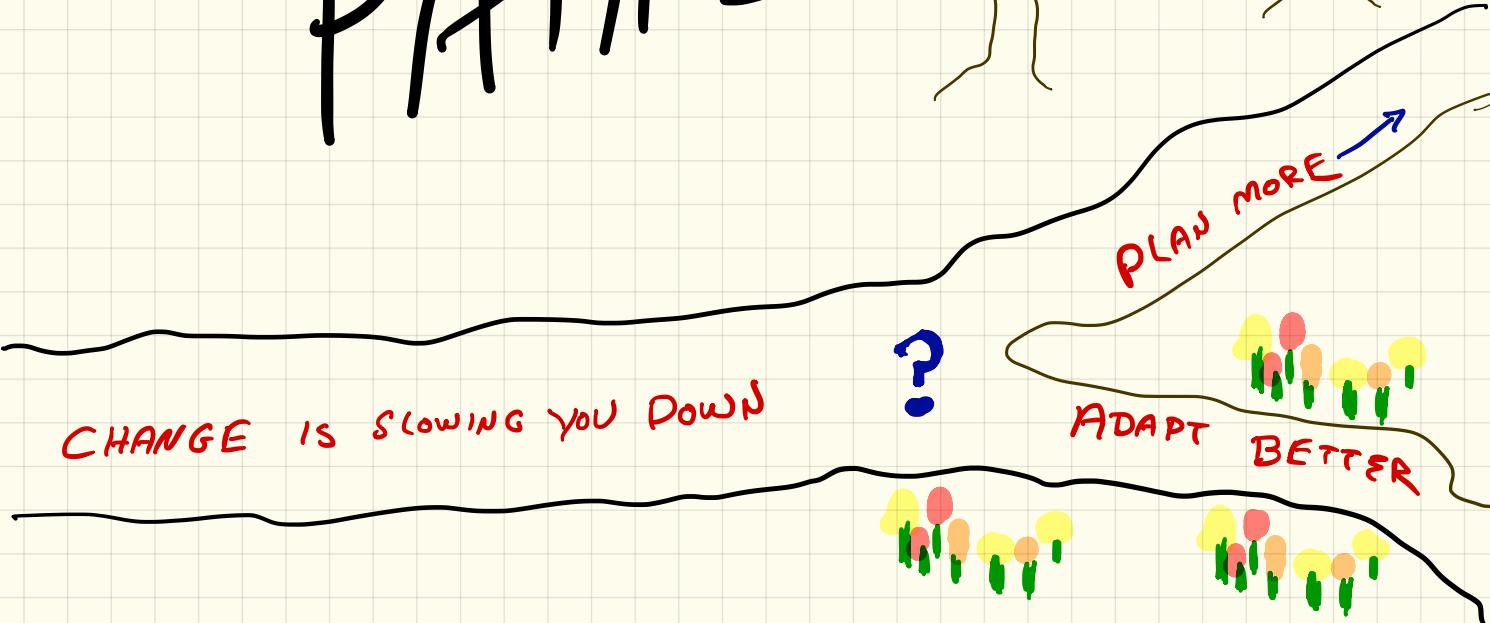


Pizza !

yum



TWO PATHS

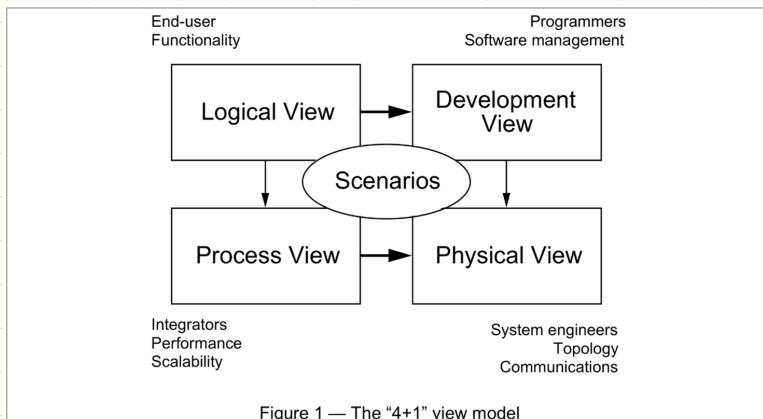


1

CODE IS HARD TO CHANGE

BE VERY, VERY CAREFUL

Moar DOCUMENTATION !



2

CODE IS EASY TO CHANGE

ADAPT BETTER

COMMUNICATION

SIMPLICITY

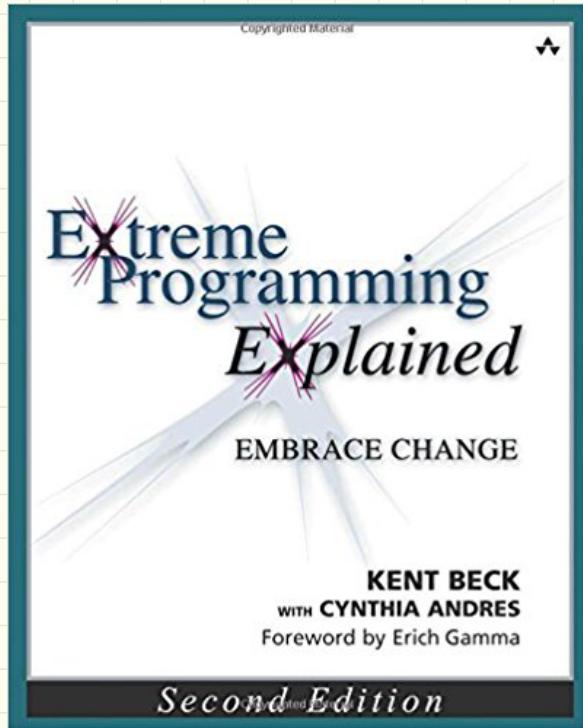
FEED BACK

COURAGE

History of the Agile Alliance

“Light” Methodologies:

- Extreme Programming (XP)
- SCRUM
- Feature-Driven Design (FDD)
- Adaptive Software Development
- Crystal
- Pragmatic Programming
- DSDM
- Etc.



- ★★ KENT Beck
- ★★ Bob MARTIN
- ★★ WARD CUNNINGHAM
- ★★ Ron JEFFRIES
- ★★ MARTIN Fowler

XP PRACTICES

Customer	Team	Engineering
Define Iteratively	Communicate Iteratively	Build Iteratively

XP PRACTICES

Customer
Define Iteratively
Short Releases
Planning Game
On-Site Customer

XP PRACTICES

Team

Communicate Iteratively

Continuous Integration

Sustainable Pace

Collective Ownership

Metaphor

~~(Ubiquitous language)~~

GOOD NAMES

XP PRACTICES

Engineering

Build Iteratively

Test-First

Simple Design

~~Continuous Design
(aka Refactoring)~~

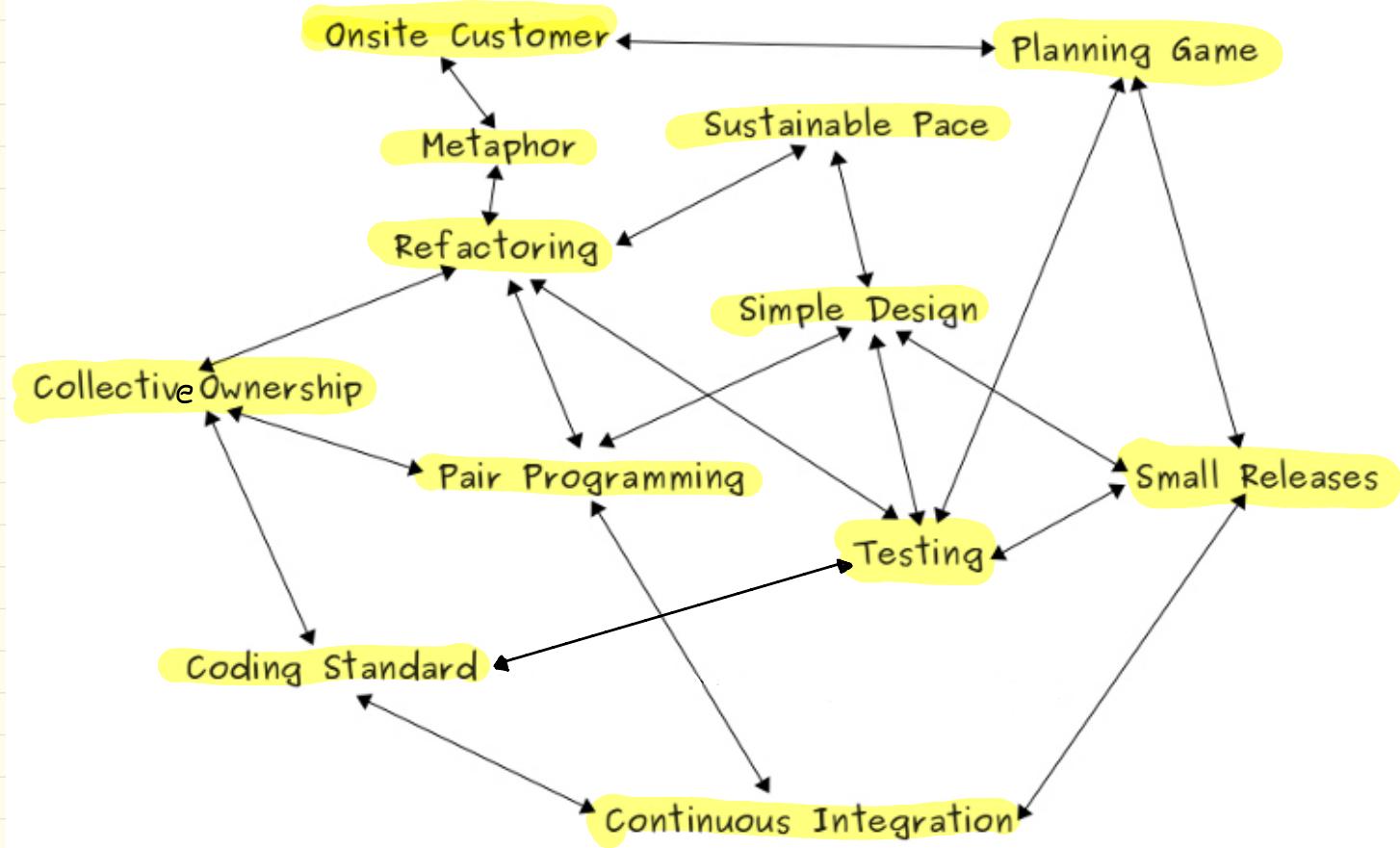
Coding Standard

Pair Programming

XP PRACTICES

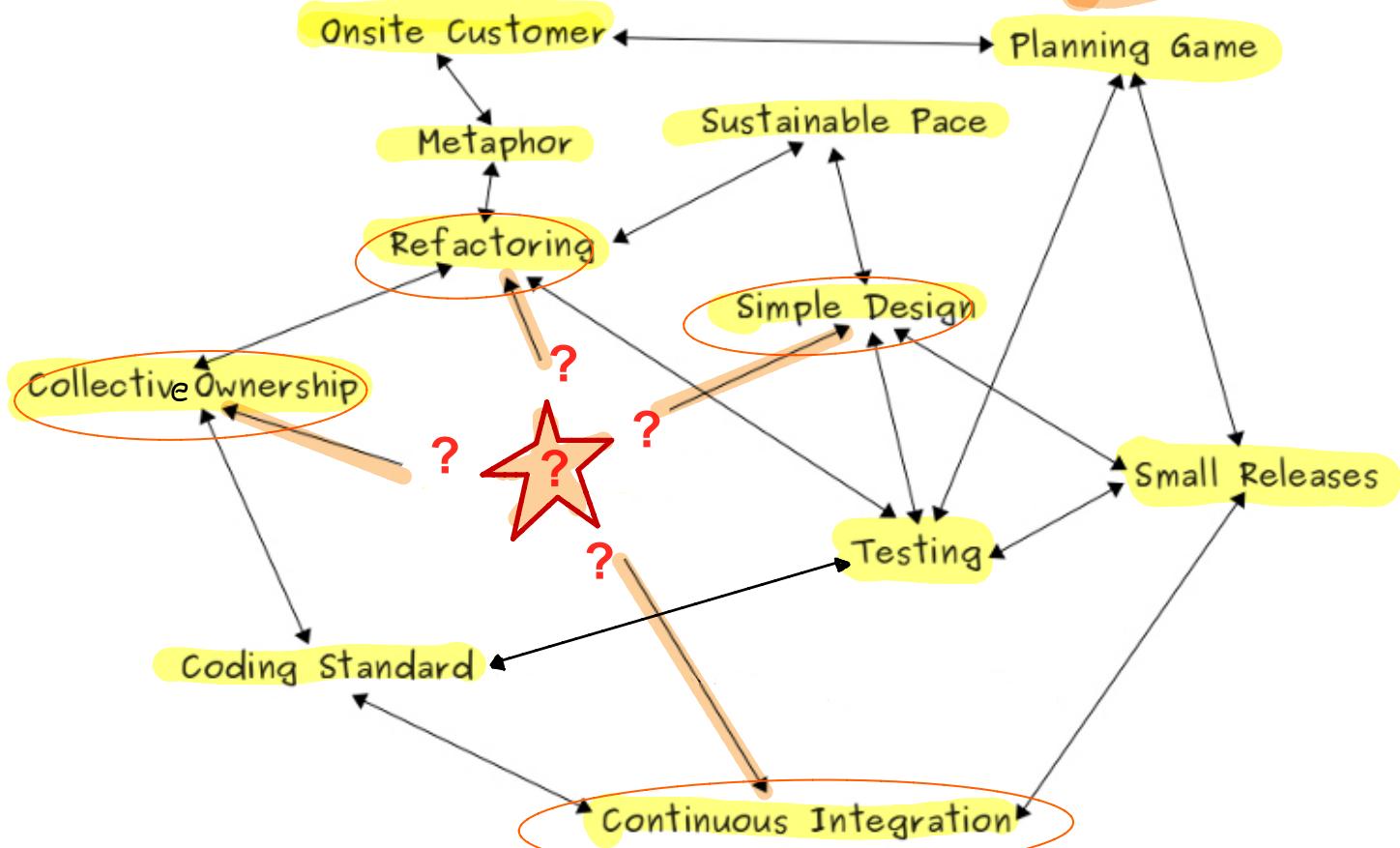
Customer	Team	Engineering
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Short Releases	Continuous Integration	Test-First
Planning Game	Sustainable Pace	Simple Design
On-Site Customer	Collective Ownership	Continuous Design (and Refactoring)
	Metaphor (Ubiquitous Language)	Coding Standard
		Pair Programming

XP web of Practices



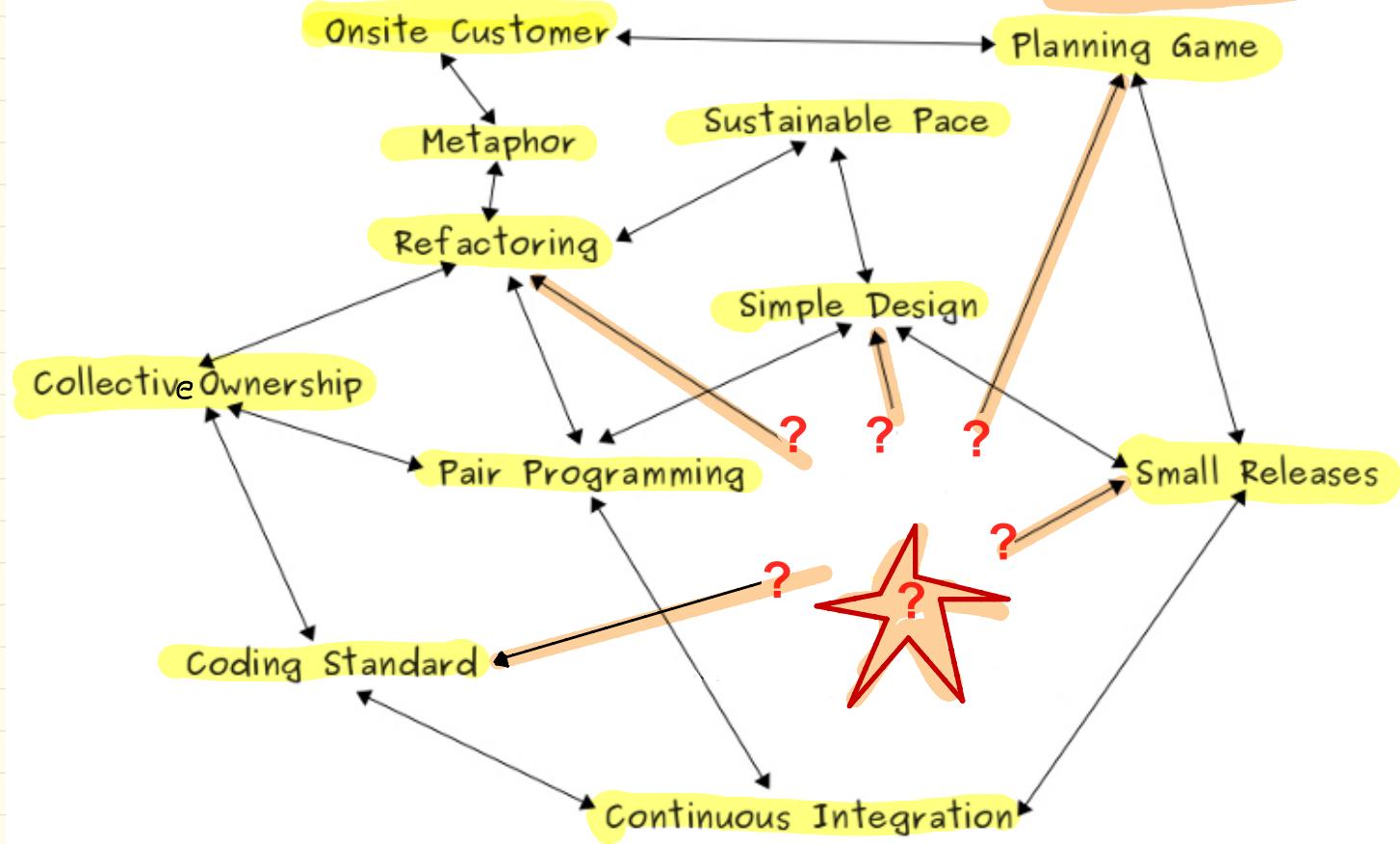
XP web of Practices

WITHOUT
PAIR PROGRAMMING

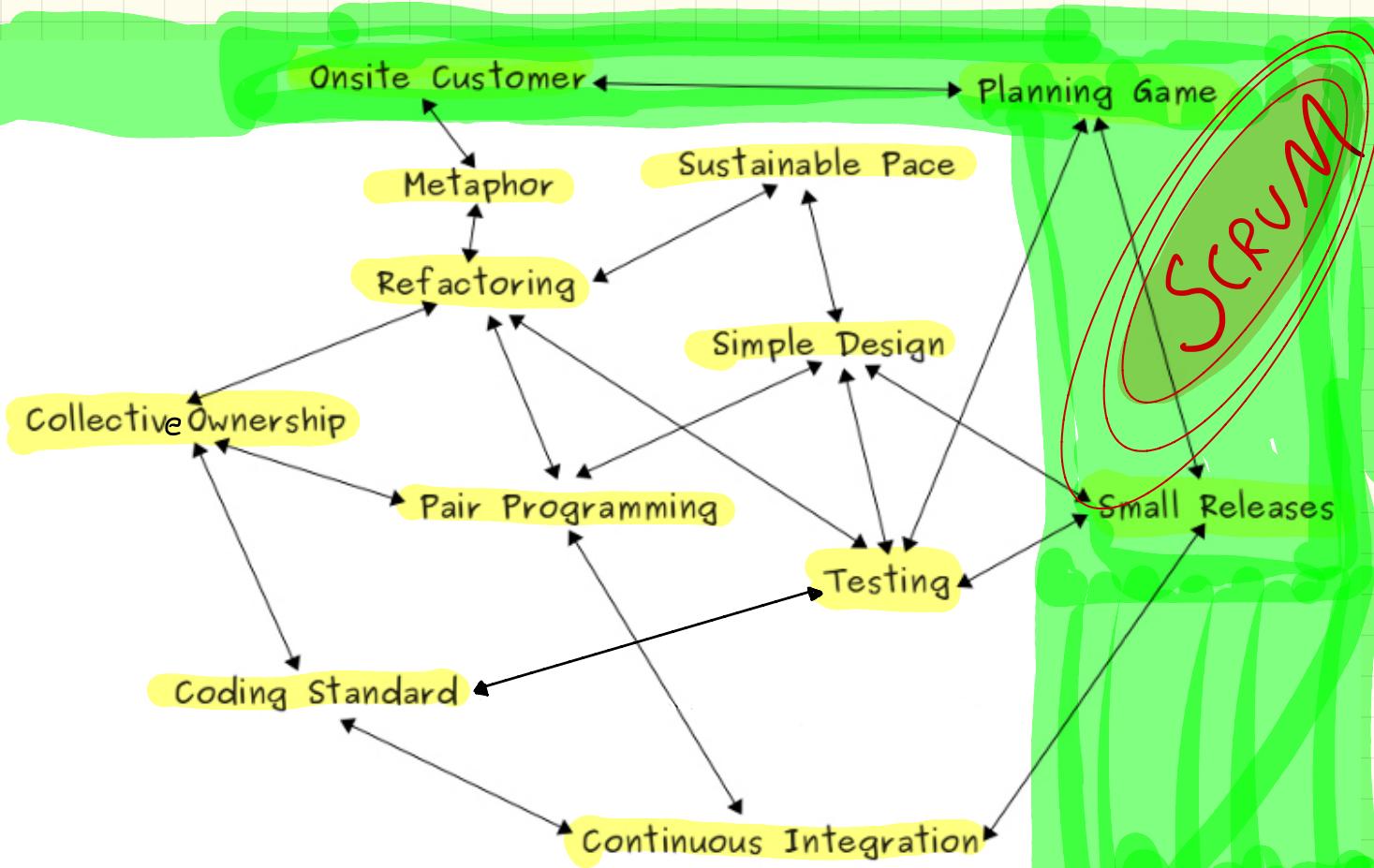


XP web of Practices

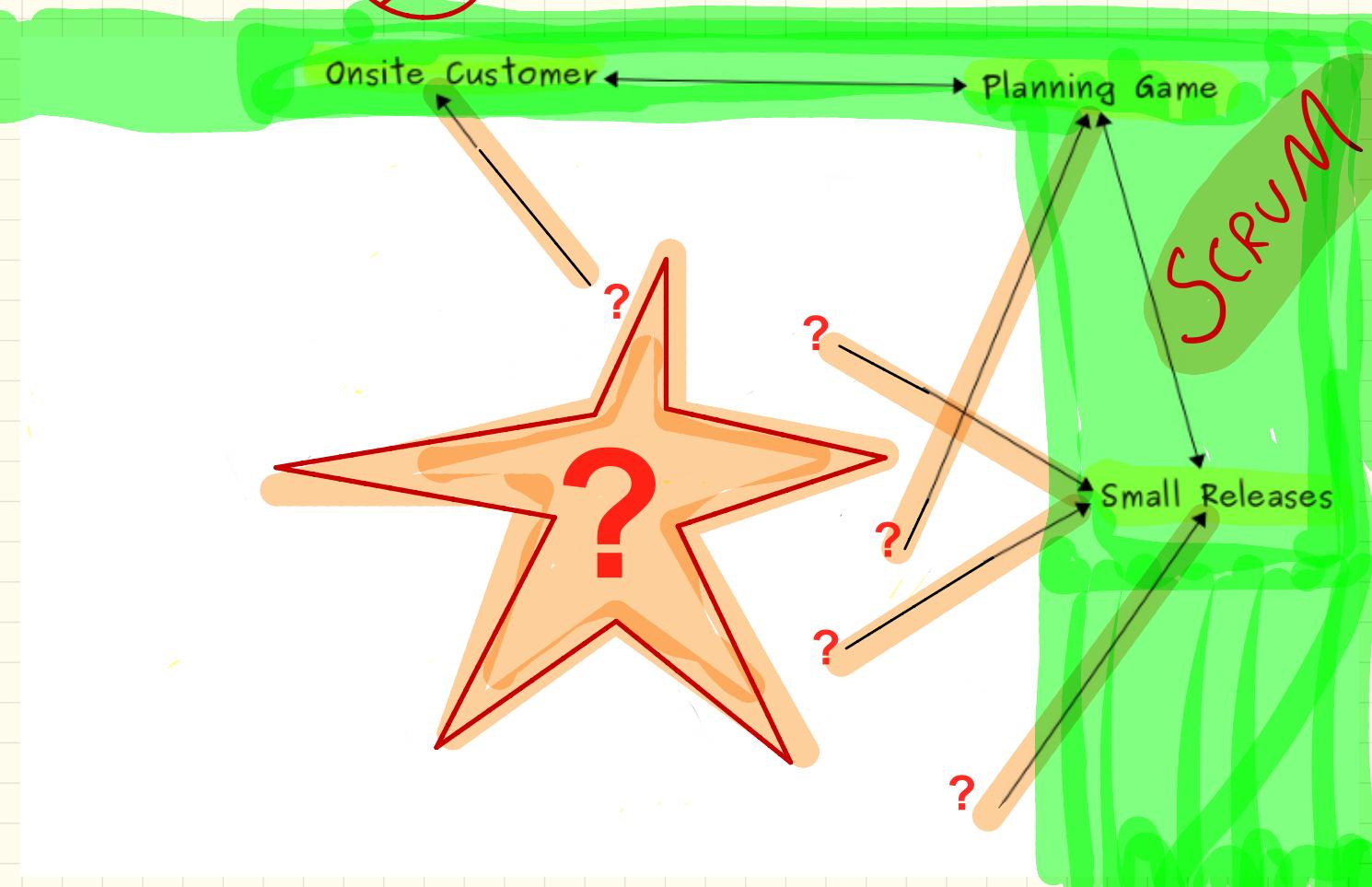
WITHOUT
TEST-FIRST



XP web of Practices



~~XP~~ web of Practices - SCRUM



EXTREME PROGRAMMING



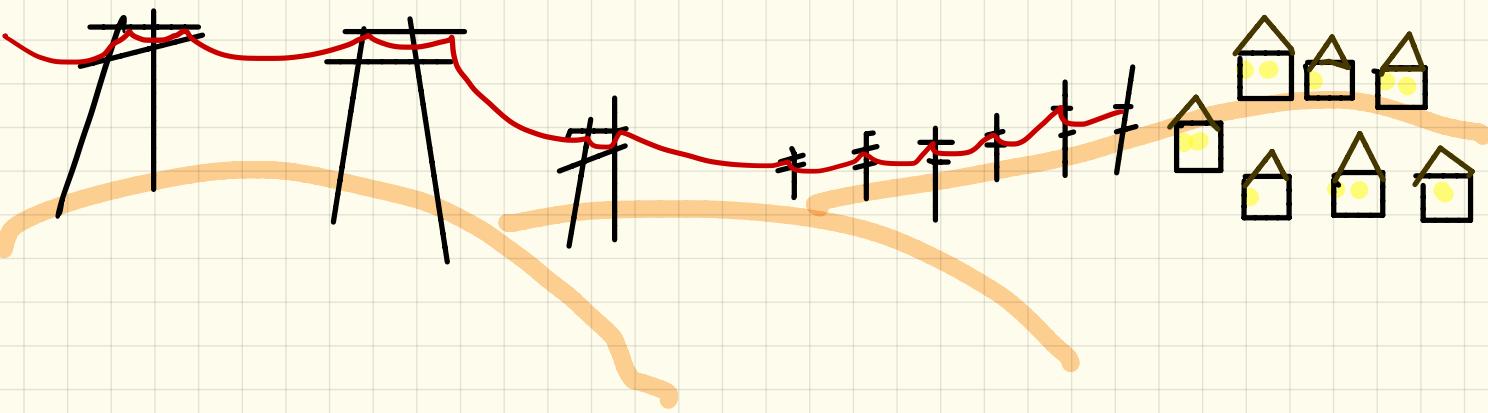
OF THE BENEFITS

ONLY WHEN FINAL



OF PRACTICES
ARE ADDED

THE LAST MILE



THE LAST MILE

80% of BENEFITS



SOUNDS

GREAT

WHAT
HAPPENED

?



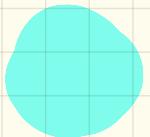
WINDOWS
XP

BRANDING BLUNDER



BETTER TOOLS

GOOD ENOUGH CODE



CULTURE
RESISTS



HEGELIAN
DIALOGIC

WATERFALL

XP

AGILE

Raise and Fall of eXtreme Programming

2001



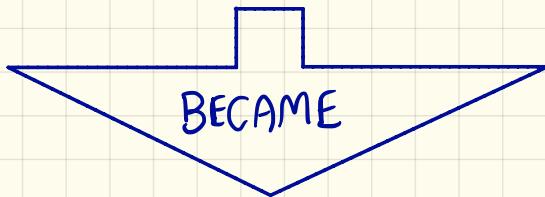
Bob Martin

KEN SCHWABER

XP
UNIVERSE

PLUS

A GILE
UNIVERSE



AGILE UNIVERSE

huh?

The Scrum-ification of Agile

Focus ON BUSINESS PRACTICES

LOSS of TECHNICAL EMPHASIS

Bob MARTIN:

What I did not foresee was the loss of the technical emphasis that rapidly followed. The Agile conference has become a conference for project managers, not for programmers

RETROSPECTIVE

WHAT WORKS ?

WHAT DOESN'T ?

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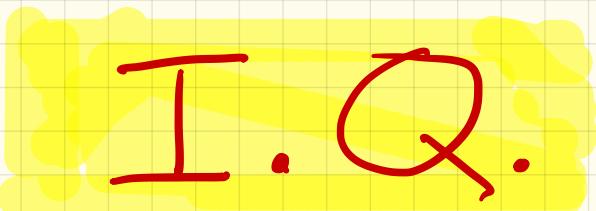
TEST FIRST

SIMPLE DESIGN

REFACTORING

GOOD NAMES

INTERNAL
QUALITY



QUALITY

EXTERNAL

→ EFFECTS USER

INTERNAL

→ EFFECTS CODER

Correlation Premise

REDUCED
QUALITY

DELIVER

EXTERNAL →

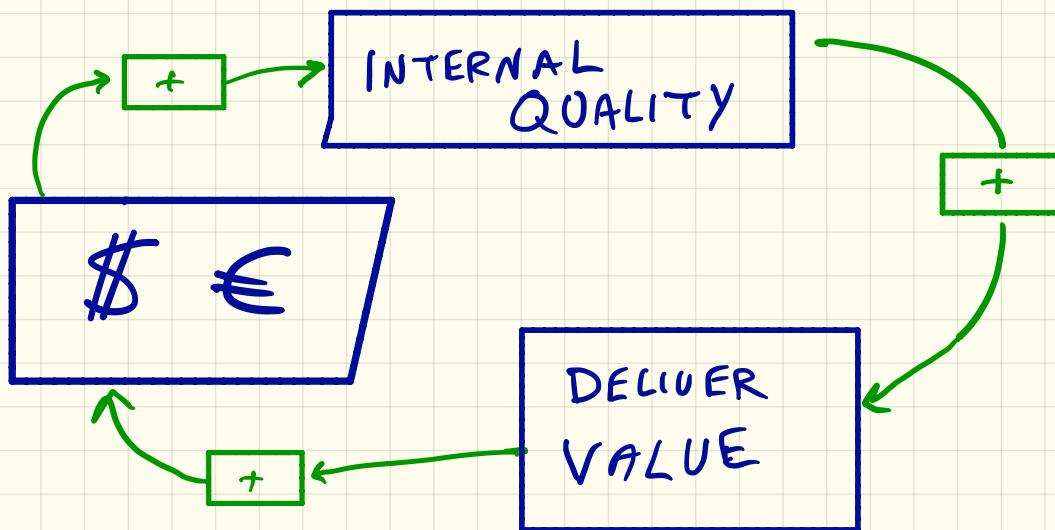
FASTER

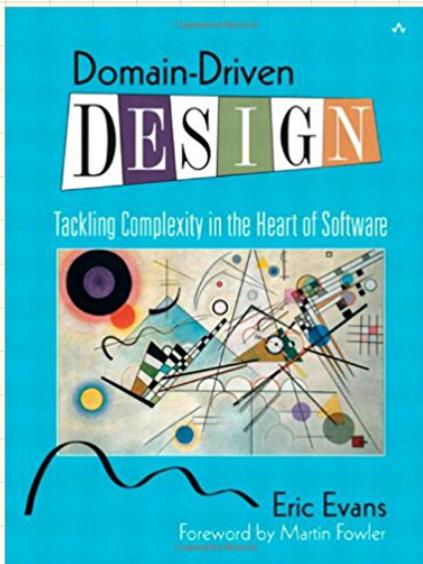
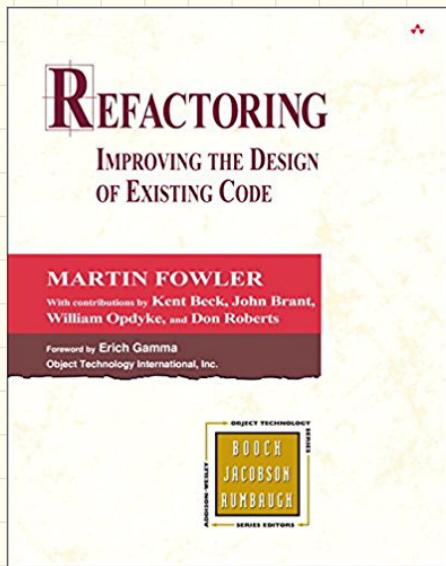
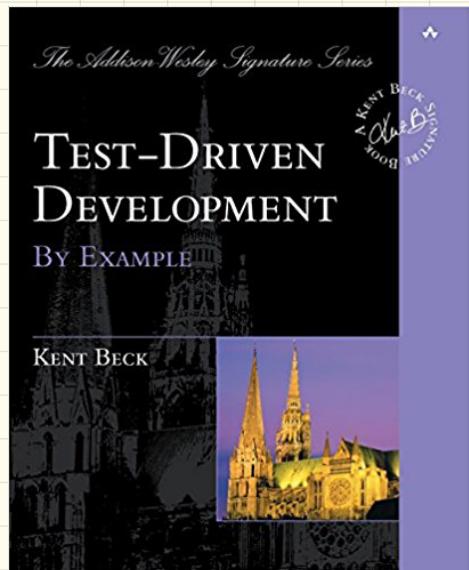
INTERNAL →

SLOWER

THE LAST AGILE MILE

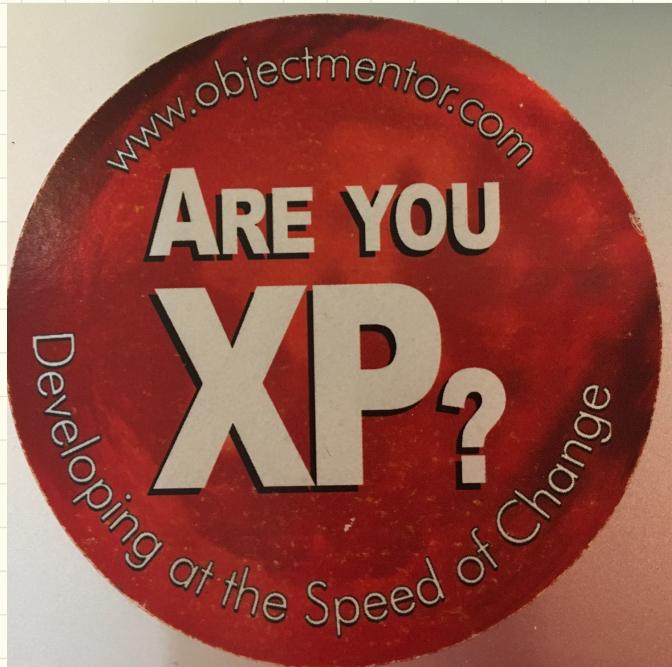
80% OF BENEFITS





Peak Productivity

CIRCA
2000



AGILE MANIFESTO

Individuals and interactions

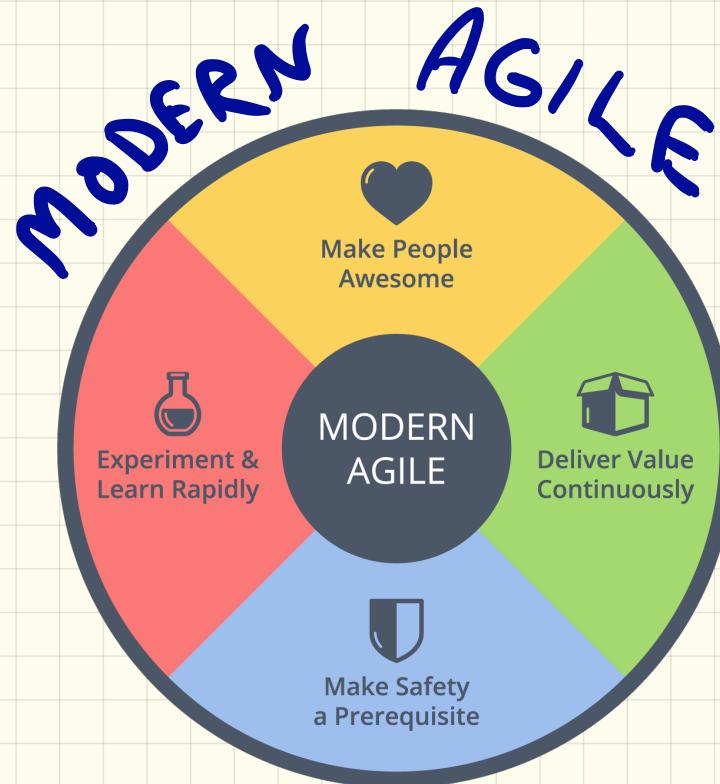
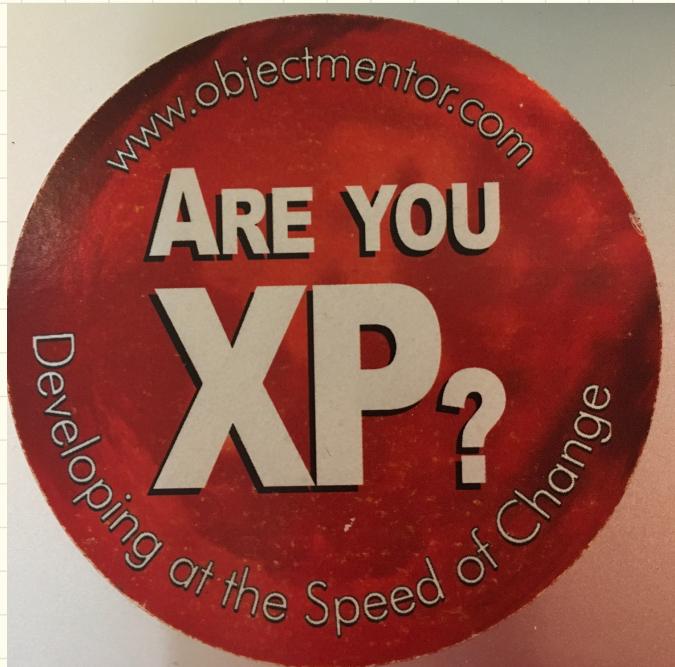
Working software

Customer collaboration

Responding to change

Peak Productivity

CIRCA
2000



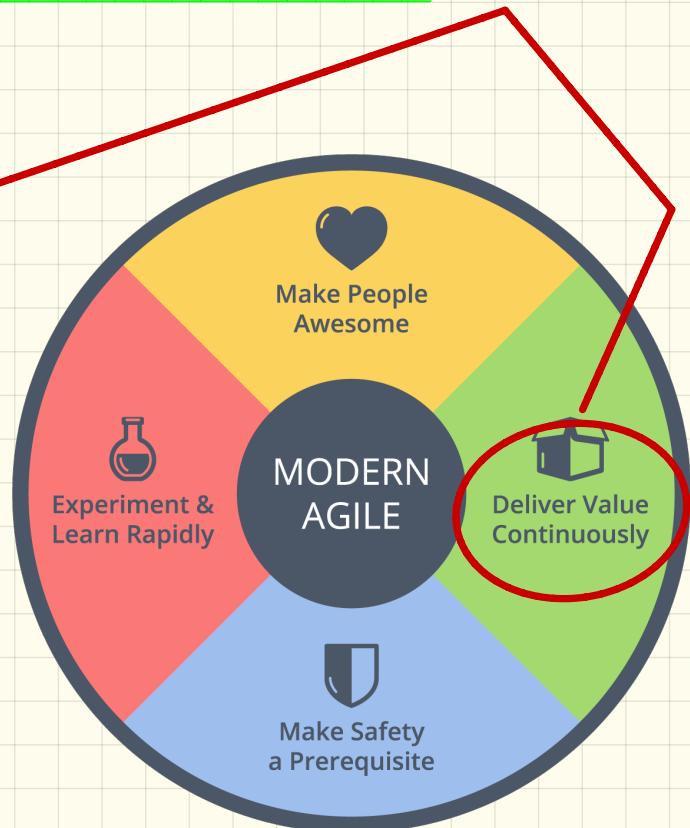
Agile and Modern Agile

Working software

Customer collaboration

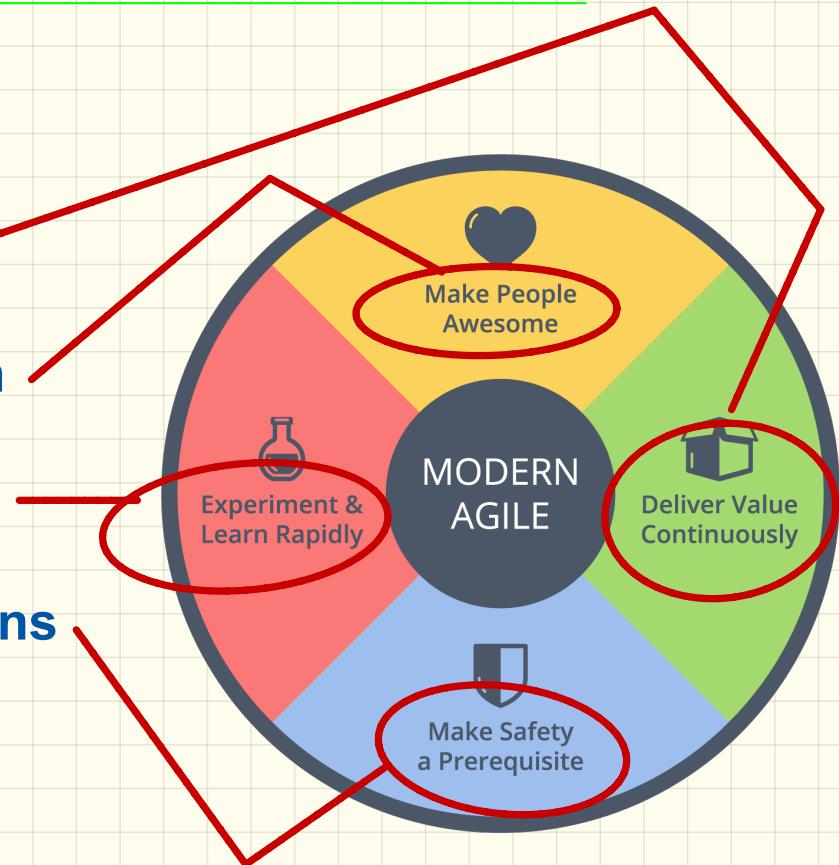
Responding to change

Individuals and interactions

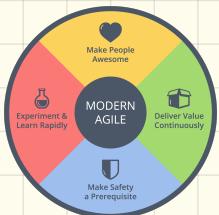


Agile and Modern Agile

- Working software
- Customer collaboration
- Responding to change
- Individuals and interactions



2000
Now



SCOPE

TEAM

COMPANY

DELIVERY

ITERATIVE

CONTINUOUS

Extreme Programming

Resurgent? Or Retro ?

Extreme Programming Resurgent? Or Retro ?

YES

RESURGENT →

LAST MILE PRODUCTIVITY

HOWEVER

RETRO →

STILL JUST OLD AGILE

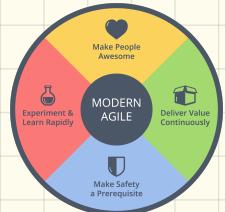
Extreme Programming Resurgent? Or Retro ?



RESURGENT →

IMPROVE I.Q.
DELIVER MORE FEATURES

RETRO → EXPAND PAST
TO FULL-STACK



That's all I've got

github.com/mwindholtz/CodeMash2018

