7. Extreme Programming

Extreme programming is a well known agile method; it emphasizes collaboration, quick and early software creation, and skillful development practices
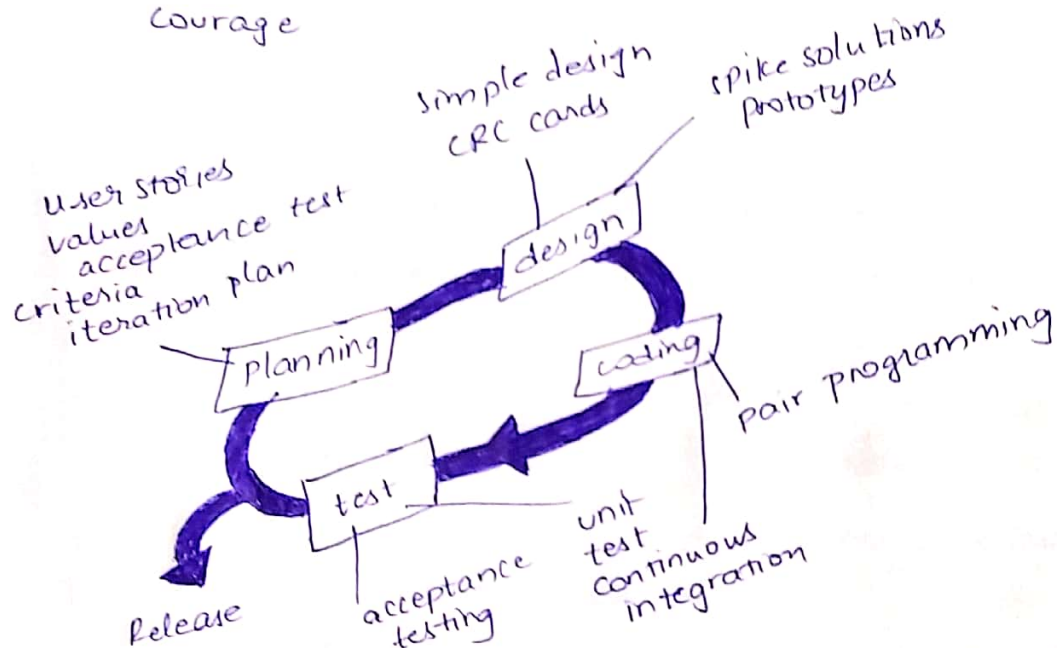
XP founded on four values:

Communication
Simplicity
feedback
Courage

XP planning

- begins with creation of user stories
- Agile team assesses each story and assign a cost
- stories are grouped to for a delieverable increment
- A commitment is made on delivery date
- After the 1st increment "project velocity" is used to help define subsequent delivery dates for other increments.

9. principles of Agility (uses):-

1. Our highest priority is to satisfy the customer through early and continuous delivery of valuable software

2. Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage — (Embrace change)

3. Working software is the primary measure of progress. (working software)

4. Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done. (Motivated Individuals)

5. Agile processes provide sustainable develop -ment. The sponsors, developers and users should be able to maintain a constant pace indefinetly. (Technical Excellence)

6. The most efficient and effective method of conveying information to and within a development team is face to face conversation (Face-to-Face Conversation)

7. Delivering working software frequently, from a couple of weeks to a couple of months with a preference to the shorter timescale (Frequent Delivery)

8. Business people and developers must work together daily throughout the project (Business and developers together)

9. Simplicity
10. Self-organizing Teams
11. Regular reflection and Adjustment