

Day 15 Lesson Plan

In class

Discussion of Agile programming principles and practices

- Agile Principles¹
- The Planning Game²
- Circles of Agile graphic from this page³

Reading

- Use-case architectures⁴
- What is Extreme Programming?⁵

Homework

- Go to GitHub page for project, and to the Issues subsection.
- Go through each issue that does not have points assigned (they are marked with the “question” label).
- Think about the issue before looking at the comments.
- If you have questions about the issue, leave a comment to that effect.
- If you have no questions, leave a comment with your “story points” estimate. If it disagrees with estimates posted by others before, add an explanation to your comment.

¹ [../resources/agile.html](#)

² [../videos/16-planning_game1.html](#)

³ <https://ronjeffries.com/xprog/what-is-extreme-programming/>

⁴ [../activities/activity9-1useCaseArchitecture.html](#)

⁵ <https://ronjeffries.com/xprog/what-is-extreme-programming/>