

Midterm 2 Study Guide

Topics covered:

Agile Principles • Agile Manifesto, Principles and Practices¹

- What is extreme programming²
- Circles of Agile graphic from this page³

Use-case architectures • Use-case architectures⁴

Testing • Clean Tests video⁵

- Test-Driven Development, chapters 25-29⁶
- Test Process video⁷
- Test Process notes⁸
- Test-Driven Development, chapters 31-32⁹
- Mocking¹⁰

SOLID • The SOLID principles¹¹

- Single Responsibility Principle¹²
- The Open-Closed Principle¹³
- Handout¹⁴
- Liskov Substitution Principle¹⁵
- Interface Segregation Principle¹⁶
- Dependency Inversion Principle¹⁷
- Agile Software Development textbook, chapter 7 (pages 87-94).
- Agile Software Development textbook, chapter 8 (pages 95-98).
- Agile Software Development textbook, chapter 9 (pages 99-109).
- Agile Software Development textbook, chapter 10 (pages 111-125).
- Agile Software Development textbook, chapter 12 (pages 135-145).
- Agile Software Development textbook, chapter 11 (pages 127-134).

¹ [../resources/agile.html](#)

² <https://ronjeffries.com/xprog/what-is-extreme-programming/>

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

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

⁵ [../videos/18-clean_tests.html](#)

⁶ <https://learning.oreilly.com/library/view/test-driven-development/0321146530/ch25.html>

⁷ [../videos/20-test_process.html](#)

⁸ [../activities/activity11-1testProcess.html](#)

⁹ <https://learning.oreilly.com/library/view/test-driven-development/0321146530/ch31.html>

¹⁰ [../activities/activity10-3mocking.html](#)

¹¹ [../activities/activity6-3solid.html](#)

¹² [../activities/activity6-4srp.html](#)

¹³ [../activities/activity7-1openClosed.html](#)

¹⁴ [../activities/activity7-1umlHandout.html](#)

¹⁵ [../activities/activity7-2liskov.html](#)

¹⁶ [../activities/activity7-3isp.html](#)

¹⁷ [../activities/activity7-4dependencyInversion.html](#)