

# The XP Basic Practices

1. Sit together
2. Whole Team
3. Informative Workspace
4. Energized work
5. Pair Programming
6. Stories
7. Weekly cycle
8. Quarterly cycle
9. Slack
10. Ten-minute build
11. Continuous Integration
12. Test-first programming
13. Incremental Design

## The XP Corollary Practices

14. Real Customer Involvement
15. Incremental deployment
16. Team continuity
17. Shrinking teams
18. Root-cause analysis
19. Shared code
20. Code and tests
21. Single code base
22. Daily Deployment
23. Negotiated scope contract
24. Pay-per use

Flickr does 10+ deployments everyday. (Documented in an agile talk by James Shore)

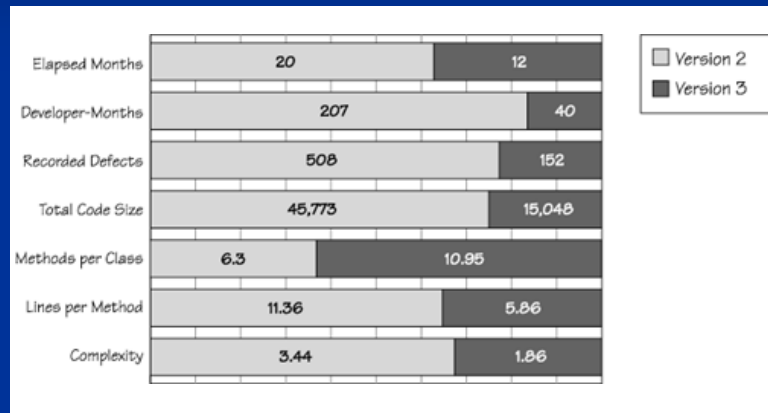
Stackoverflow deploys everyday  
(<http://itc.conversationsnetwork.org/audio/download/ITC.SO-Episode70-2009.10.13.mp3>)

Amazon deploys everyday.

IMVU.com does continuous deployment e.g. deployment 50 times a day. For every checkin, if all tests pass, deploy.

## Benefits of XP?

- Escrow.com needed a B2B e-commerce software



Version 2 was developed with predictive methodology

Version 3 was developed with XP

Example in Extreme Programming Perspectives. Both version added equal number of functionality.

## Role of Project Manager

- Project manager is a facilitator and not a controller.
- Project Manager facilitates communication inside the team and coordinate communication with customers, suppliers, and the rest of the organization.

They act as team historians, reminding the team how much progress it has made.

To remain accurate, the information changes frequently; which gives project managers the challenge of communicating changes helpfully.

## Role of Product Manager

- Product managers write stories, pick themes and stories in the quarterly cycle, pick stories in the weekly cycle, and answer questions as implementation uncovers under-specified areas of stories.

A plan is an example of what could happen, not a prediction of what will happen.

Stories should be sequenced for business, not technical, reasons.

The system should be "whole" at the end of every iteration.

## Role of Executives

- Articulating and maintaining large-scale goals is one job for executives sponsoring or overseeing XP teams.
- Monitor the metrics to measure the health of XP teams.

# Role of Programmers

- Programmers work in close technical collaboration with each other, pairing on production code, so they need to develop good social and relationship skills.
- Specifically the Programmers
  - Estimate stories and tasks
  - Break stories into tasks
  - Write tests
  - Write code to implement features
  - Automate tedious development process
  - Gradually improve the design of the system.

## HR Guidelines

- XP teams put much more emphasis on teamwork and social skills. The best interviewing technique is to have the candidate work with the team for a day.
  - Pair programming provides an excellent test of technical and social skills.

Given the choice between an extremely skilled loner and a competent-but-social programmer, XP teams consistently choose the more social candidate.

For evaluation purposes, remember that valuable employees:

Act respectful.

Play well with others.

Take initiative.

Deliver on their commitments.



## Where XP Shines?

- You are in a world of rapid change
- You have uncertain requirements
- You value success over ceremony
- You value teamwork over power

XP works best with small teams

A large project need not have a single large team. It can have multiple autonomous small teams.