Extreme Programming Overview

Team Practices
- Whole team sits together in one room
- Work at a sustainable pace
- Integrate many times per day
- Share a common vision and vocabulary
- Reflect regularly
- Converge on a coding standard

Team interaction
An XP Room
Dynamic pairs write all production code

Any pair can change any code

overall schedule
RP=Release Planning (1-3 weeks)
It.= Iteration (fixed length, 1-3 weeks)
Release to users every 1-3 months

release planning

Design Philosophy
- Design is evolutionary and emergent
- Pay as you go: Build just enough to meet today’s requirements
- Keep design as simple as possible (but no simpler)
- High quality is both a side effect and an enabling factor
- The code says everything “once and only once”