

Class 15: Extreme Programming (1): Principles, Activities, Practices

Held: Tuesday, March 16, 2010

Summary: We consider the Extreme Programming (XP) software development process.

Related Pages:

- EBoard.

Notes:

- Reading for Thursday: The rest of the XP book.
- Sorry for the confusion in last week's class.
- EC for Thursday's CS Extra: Drupal.
- EC for Friday's CS Table: TBD.

Overview:

- Project Discussion: UML Diagrams.
- About XP.

UML for the Project

Each group will post their UML on a whiteboard.

- We'll discuss commonalities and differences.
- We'll settle on one overall design.

Some questions

- Can the creates move, or are they fixed in one place? (I used "Fauna" and "Flora" to distinguish the two kinds of creatures in my model.)
- When there are conflicting rules for a space, how do you resolve those conflicts?

Extreme Programming Basics

Disclaimer: The presentation of XP changed significantly between the first and second edition of this book. My view of XP was clearly shaped more by the first edition.

- Who is the audience for this book?
 - What is the primary thesis?
 - What are the *values* at the center of XP?
 - What did you see as the more important *principles* of XP?
 - What did you see as the more important *practices* of XP?
 - What does the book tell you about software development practices in general (not just in terms of XP)?
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